

AMIGA MEGADRIVE ST SPECTRUM SUPER FAMICOM
SEGA C64 AMSTRAD PC NINTENDO GAME GEAR ST

JULY '91 ISSUE 116

COMPUTER + VIDEO GAMES

£1.35

10.00 OM 4500L
380 Plus \$8.10



MONSTER
SPECIAL

FREE!!

GLOW-IN-
THE-DARK
STICKERS!

WIN A
SUPER FAMICOM!

WRESTLE WAR!
GREATEST GRAPPLE?



CHECK OUT CHUCK!
ULTIMATE AIR COMBAT THRILLER?



ALIENSTORM
EXCLUSIVE!

KRIMGA MEGADRIVE ST SPECTRUM SUPER FAMILCOM
SEGA C64 AMSTRAD PC NINTENDO GAME GEAR ST

JULY '91 ISSUE 116

COMPUTER + VIDEO GAMES

£1.35

10.00 DM 4500L
380 Plas S\$8.10

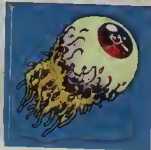
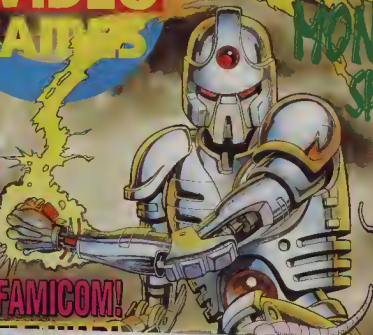


MONSTER
SPECIAL

FREE!!

GLOW-IN-
THE-DARK
STICKERS!

WIN A
SUPER FAMICOM!



ALIENSTORM
EXCLUSIVE!

NAVY SEALS

© 1990
ORION PICTURES CORP.
ALL RIGHTS RESERVED



CBM AMIGA
ATARI ST



OCEAN SOFTWARE LIMITED • 6 OCEAN DRIVE
TEL: 061 832 6633



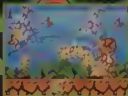
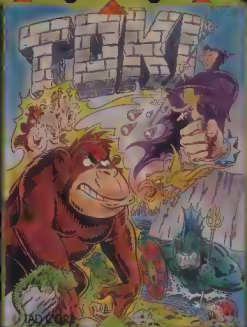
BILLY THE KID



NAVY SEALS



BATTLE COMMAND



eon^R

**CBM AMIGA
ATARI ST**

CENTRAL STREET • MANCHESTER M2 5NS
33 • FAX: 061 834 0650

KOOKY KOMPO KORNER

HOTLINES OFF THE BOW, CAP'N! 20

Har, har, Jim lad, there be treasure to be won with them there hotlines - includin' yet another Super Famicom! Well, shiver me timbers!



YOB'S MAILBAG

22

Once more into the sack, dear friends - the mailbag, that is. YOB, that despot of the letters page, is out to shock and insult another batch of hapless readers! Will it be you?

BYTESIZE

AMIGA	7
AMSTRAD	78
C64	81
ST	82
SPECTRUM	85
GAME BOY	86



EDITOR
TIM BOONE

Formerly a bit of a snappy dude, Tim tried turning up for work in a tie and his credibility rating hit an instant zero. What with doing his back in lugging an arcade cabinet up four flights of stairs, diving onto the fire escape for a crafty lab every now and then and wearing a mouldy old T-shirt, he now fits in fine!

ED FIRST

Our brand new Editor, Tim Boone muses over life the universe chocolate lingers, various comings and goings and, erm, everything!

6

NEWS

Musical malarkey on the NES with the new Miracle keyboard from The Software Toolworks, electronic battlefield action Falcon 2.0, Rolling Thunder II - the coin-op end more as! now-official Game Gear! Where else could you find all this but CVG News?

8

CONTENTS

THIS MONTH'S REVIEWS

ST

HYDRA
CADAVER - THE PAY-OFF
LLAMATROM
SECRET OF MONKEY ISLAND
CALIFORNIA GAMES
HARD DRIVEN
RBI BASEBALL

AMIGA

HYDRA
HEROQUEST
HUNTER
WARZONE
TETRIS
DAS BOOT
TOOBIN'
APB
FORGOTTEN WORLDS
SWITCHBLADE

C64

JOCKY WILSON'S COMPENDIUM
OARTS
SDI
SPITTING IMAGE
LICENCE TO KILL
DRAGON NINJA

AMSTRAD

SPITTING IMAGE
PRINCE OF PERSIA
SKULL AND CROSSBONES

SPECTRUM

JOCKY WILSON'S COMPENDIUM 85
82 DRAGON NINJA 85
82 LICENCE TO KILL 85
82 SDI 85
82 SKULL AND CROSSBONES 85
104

PC

CHUCK YEAGER'S AIR COMBAT 98

SUPER FAMICOM

SIM CITY 40

MEGADRIVE

WRESTLE WAR 38
BONANZA BROS 92
STAR CONTROL 108

SEGA

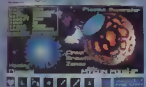
FORGOTTEN WORLDS 88

NINTENDO

SOLSTICE 80

GAME GEAR

GG SHINOBI 102
CHESSMASTER 88
BOMBER BOY 86
GREMLINS 2 88
MICKEY MOUSE II 88
FASTEST LAP 88
DRAGON'S LAIR - THE LEGEND 88



REVIEWS

REVIEWS

DEPUTY EDITOR PAUL GLANCEY

Sporting the son of his haircut usually reserved for soviet cosmonauts and Malibu beach volleyball players Paul's been working his conan socks off - as usual. Now that this issue's out he's turning his attention to Mean Machines for a couple of weeks before we drag him back screaming for more. Is this laugh all the top, or what?

ART EDITOR JON BILLINGTON

Jon's been splitting his time between buying CDs for his Technics portable CD player with reaching megawatt speakers and Chairing the newly-formed CVG Staff Welcoming Society. In between he's found time to get tough on the telephone, play a few games and work till his head on this issue. What a trooper!

STAFF WRITER

RICHARD LEADSBETTER

Sadly, this will be Rich's last issue as full-time wordsmith for CVG. He's packed his trunk, said his farewells and journeyed exactly two yards to take up his new position as main man on Mean Machines! Is this the end? Not at all. Rich with still be throwing his talents our way on a regular basis. Phew!

STAFF WRITER PAUL RAND

Back from the Far East without a trace of a sun tan we reckon CVG veteran Paul's been hanging out in all those places his personal lex advisor warned him about. Still, we're more than pleased to welcome the man Rand back to take up where Rich left off - and there's a sell order for you!

ALIEN STORM BREWIN

CVG takes an early in-depth look at US Gold's Alien Storm. Bimsey, it's gonna be a MONSTER hit!

16

ENTERTAINMENT WEEKLY

THE CVG/US GOLD CHALLENGE!

28

Another of Sadie's challenges is thrown in all the deep end as he takes on the CVG Crew and the boys from USG at Shadow Dancer, MERCs, Paperboy, and Gauntlet!

SADIE'S SCORERS

33

Another history of high-score hilarity - Sadie's winning for the CVG gang this month and no mistake!

THE GREAT CVG QUESTIONNAIRE

113

Answer a few questions and you could win one of five prizes of £200's worth of FREE software. Are we mad or not?

PREVIEWS

120

Manchester United hit Europe, courtesy of Krystalis. Xenon II and Prince of Persia hit the Master System while Captain Skyhawk blasts on to the NES! Not to mention a whole host of other previews too incredible to be listed here!



ADVERTISING MANAGER: James Owens DEPUTY ADVERTISING MANAGER: Martha Moleaughney SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Emma Sadler ADDITIONAL LAYOUT: Yvella Nichols MARKETING EDITOR: Julian Ripstein PUBLISHER: Graham Taylor SUBSCRIPTIONS: CVO SUBSCRIPTIONS, PO Box 500, Leicester LE19 9AA TEL: 01533 410510 EDITORIAL AND ADVERTISING SLAG HEAP: Priory Court, 30-32 Farringdon Lane, London EC1R 3AU TEL: 071 251 6222 FAX: 075 499 1066

PRINTED BY KINGFISHER WEB LTD, FENGATE, PETERBOROUGH COLOR BY: PROPRINT, LONDON E15 COLOR CONNECTION, LONDON E23 TYPESET BY: THAT MAN AGAIN

WVF PICS (PP38-39) COURTESY OF BRITISH SKY BROADCASTING DISTRIBUTED BY: WSC FRONTLINE (C) COMPUTER AND VIDEO GAMES 1991 ISSN No: 0261-3587 HELLO DANNY CURLEY, YOU GOT YOUR MENTION AFTER ALL!

JAZZA'S ARCADE ACTION

116

Check out our Jazza's radical review of Data East's new Simpsons coin-op! It's crucial, man!

THE NEW ADVENTURES OF ED-FIRST



◀ Use the CVG patent
Oil of Editor Before

...and after! Truly a
▼ miraculous improvement!



HELLO! Four weeks with Britain's biggest and best all-format games mag - and quite a month it's been! What with getting the job, settling in, jaunting off to Monaco, losing to Jaz at two-player Tetris, taking delivery of my very own Stargate arcade machine and beaver away on this issue, my size elevens have scarcely touched the ground!

Anyway, have we got the goodies lined up for you? Inside and outside this Monster Special issue you'll find the latest batch of super scary glow-in-the-dark stickers (more on them later) and an exclusive preview of Alien Storm - chock-a-block full of things that go bump with a fright.

Also, run your peepers over our first look at Chuck Yeager's Air Combat - possibly the best light fight sim yet seen on any home machine. If that's not enough, get to grips with our review of GG Shinobi on the Game Gear (it's wicked!), Wrestle War on the Megadrive and Sim City on the Famicom. Are we good to you or what?

Talking of which, this month we're asking just exactly what YOU think of CVG. On pages 113 and 114 you'll find The CVG Questionnaire - with a grand total of £1000 of free software up for grabs! We want you to tell us exactly what's good and bad about the mag, together with a few details about yourselves. It's good fun, especially since we're giving £200 of free software to the first five completed forms pulled out of the hat.

So get scribbling and drop me a line here at CVG if there's something you want to get off your chest but can't fit onto the three lines at the bottom of the questionnaire. I'll throw in a free, gratis and for nothing Gernsey for the best letter - can't say tawdr than that. On with the show...

THE WANDERER RETURNS

Just when everybody thought Hong Kong was just far enough, old friend Paul Rand returned to far flung Far Eastern to just to win back his old job. If winter at CVG First would eh?

Having charmed the natives of Hong Kong and amazed locals with his knowledge of frothing beverages, Paul went his way through just as we gazed down with all of technical little miracles - the details of which it would be best not to go into.

Back on British soil, the indie born Liverpool's report about finding a bed since he took only to find that body was prepared to take his whippets or accept mass-produced ROM chips in place of rent.

Anyway, the upshot of all this is that the man Rand is now back on the beat, so sorry to those of you who set your sights high and applied for the job of Staff Writer.

Identically Paul's return is good news for CVG and everyone else except the Hong Kong tourist commission who had his cappy T-shirts and bloody Southerner jokes marked down as their main attraction for the summer.



Check out those grippingly gruesome glow-in-the-dark ghoulies on the cover! Good, eh? Well, if that's not enough...leave them in the light for a minute or two, then go to a dark place and put a sheet over your head or something and scare everybody's socks off as those evil eyes glow green!

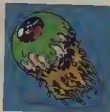
Here's how to use those scary stickers to win yourself a crummy Super Famicom! First of all, collect all four sets of stickers - two with the June and July issues of CVG and two with the June and July issues of Mean Machines (Wheddye meen you haven't bought the June Mean Machines yet? Do you know what you're missing?!)

Anyway, with each set of stickers you'll find a competition token. Simply collect all four, stick them onto the entry form, answer the oh-so-simple questions and pop the lot in the post. Now you'll stand the chance of winning one of four fabulous Famicoms - two to CVG readers and two to Mean Machines readers.

Just think, you can be the envy of your friends with the hottest console around - playing some of the best games available on any home system. (Check out F-Zero, it's totally fab!) So what are you waiting for? Keep collecting those stickers and look out for the next Mean Machines with the latest lot of scary monsters screaming forth from the cover...

ALERT! APRIL HOTLINE WINNERS MISSING!

When Rob Mc Competition Swan left us last month we kind of lost track of the names and addresses of the winners of the Hotline competitions who were announced last month. So if you want to claim your prizes George Collier, Simon Barrett and Gary Hubble, please write in with your details. By the way, Dean Quick Of The Mark, O'Grady has already contacted us, so no trying to claim his prize, you naughty compo frauds! We've got your numbers!



KOMPETITION KORNER

This month: May. Yes, if you entered a compo in the May issue of CVG, look below for your name. You too could be a winner! Or not. Whatever.

VIRTUALLY THE BEST COMPO IN THE WORLD

Two CVG readers will be going on an expenses-paid trip to W Industries to give their Virtuality machines a thorough workout. Those lucky people are Paul McNaught, Poulton, Chaslar Gavin Wild, Weybridge, Surrey

THE MAY HOTLINES

WIN A MEGADRIVE

Ross White, Allica, Ayr

WIN A PC ENGINE

Matthew Tamblin, Bracon, Powys

WIN A GAMEBOY

Ben Banstead, Muswell Hill, London

WIN A SUPER FAMICOM

William Black, Annan, Dumfrireshire

NAME _____

ADDRESS _____

THE MONSTER QUESTION: THIS WILL DECIDE THE WINNER!

WHAT WAS THE NAME OF THAT HUGE, RUBBER JAPANESE DINOSAUR WHO FOUGHT MATILLA, KING GHIDRAH, KOGAN AND STAINED IN SOME OF THE SILLIEST MONSTER MOVIES EVER?

IF I WIN, I'D LIKE A PAL ☐ SCART ☐ SUPER FAMICOM (TICK ONE)

STICK YOUR CVG COMPO STICKERS IN HERE

1
2
1
2

STICK YOUR MEAN MACHINES COMPO STICKERS HERE

SEND YOUR COMPLETED COUPON TO:
THE CVG SUPER FAMICOM MONSTER COMPO,
COMPUTER AND VIDEO GAMES, PRIORITY COURT,
30-32 FARRINGDON LANE, LONDON, EC1A 3AU.
GET YOUR ENTRIES IN BY AUGUST 15TH.



NEWS

ALIENS, ROBOTS AND ROBBERS

Here's a quick lowdown on the mega movies of the moment likely to be making their way onto a computer near you real soon - Aliens 3, Robocop 3 and Captain Hook, err, 1.

What with monsters all over this month's CVG, we've got to start with a mention for the biggest bug movie of the lot - Aliens 3. Miramax have snapped up the rights to this tasty and are planning a completely different style of off the movie to full effect.

The film, starring veteran Alien basher and a host of British stars, looks set to be when it's unleashed on the public later this year.

Apparently there are very few guns in the film (the humans are armed with knives and things) and bits of the movie were filmed on an English beach because it looks an alien landscape. So now yer know!

The CVG crew have had a quick look at Amiga and it's looking pretty impressive. Ocean's ops DID (the team behind F29 Retakator) have a full 3D game which appears considerably less [than the other two]. One to watch out for.

Also, we do hear tell that Steven Spielberg's next Captain Hook, will be swashbuckling its way onto screen soon, thanks again to Ocean.

This looks like a licence and a half (the film itself looks to make) and we'll bring you more news as we have it!



GAME GEAR GETS GOING





DROOL over these mouth-watering screenshots. Thrill to that playability. Go all goosapimply over the graphics. Get a grip on yourself - Rolling Thunder is back in the arcades!

After five very long years one of the finest coin-ops ever (A top ten jobbie in Boone's Arcade Hall of Fame) makes a welcome return - with twice the thrills for your hard-earned dosh.

The original just oozed finely tuned gameplay and eerily reports from Japan indicate that Namco have captured the same atmosphere of clean cut mayhem for Rolling Thunder 2.

Basically, the terrorists are taking over - wrecking every communication satellite floating around the Earth and leaving everyone in a frantic panic. Well, what do you expect with no Sky Movies?

It's all the fault of the Geldra - those bad guys from RT One reincarnated to cause more trouble as the Neo-Geldra (clever eh?). The war has started again.

Luckily agent Albatross from the original now has a fine looking sidekick - the slimy red-headed Reia. Together or one at a time they can take on the baddies in a struggle to save the planet.

Just like the original, there are one heck of a lot of bad dudes to contend with. Luckily there are guns and machine guns to play with, with various piles of ammo hiding behind closed doors.

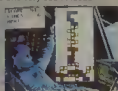
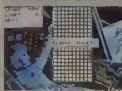
Expect to see Rolling Thunder at an arcade near you at some time in the near future. Make sure you save those 10ps - you're going to need 'em.



NEWS

TETRIS TIMES TWO

THE best game in the world could soon be getting better. Tetris is back - and how! Just as the world recovers from Alexey Pajitnov's landmark game - hot from chilly Moscow comes news of Super Tetris! Published by Spectrum Holobyte and previewed at the CES show, this sequel looks set to knock the original into a Cossack's cocked hat - incredible! Rest assured we'll have the full lowdown on this one very soon indeed.



TURN on your telly right now and chances are you'll tune in to find good old Mario at the top of a skyscraper and saving the world (again).

Why? It's all to do with Nintendo's totally mega TV advertising campaign to convince everyone how utterly fab the Game boy is - as if you needed telling!

What with Mario doing the business with Walkers Crisps for the NES, this latest ad campaign should make Mario the household name he's already become in the America.

Viewers who will be able to watch our cutest computer chum at work this month include LWT, Central, STV, Yorkshire and Tyne-Tees. Lucky did them - eh?

By the way, did you know that Nintendo have already sold a total of five million Gameboys and 25 million Gamepaks in the states? Put together, that lot's worth more than a billion dollars!

FLY HIGH WITH THE BEST!



NEWS

PRE-HYSTERICAL PREHISTORIK

TITUS are certainly pulling out all the stops - they've just announced the release of the adventures of their newest hero, Prehienonk. Set in the stone age, our hero, a member of the T-Bone Tribe, is out to lunch - literally! Armed with his



Dinner Club (groant), our rock 'ard rockhead has to travel through the unexplored ice fields of Antarctica, the dark and mysterious caverns of 'the shady continent' (wherever that is) and the lush jungles of the Tropics.

If you ask us, this looks more than a little like Core's Chuck Rock, but whether the playability is more than sufficiently different is yet to be seen.



GULF WAR, ANYBODY?

ANYONE who enjoys computer wargaming will be interested to hear of Electronic Zoo's imminent release, Brigade Commander. Written by TTR Development (a team whose personnel almost entirely consists of active duty, reserve, disabled, or retired military personnel), Brigade Commander is unlike most games of this ilk, as it runs in real-time.

The game is also scenario-driven, so the features of the map, the composition of the opposing forces and their goals are all dependent on what scenario is being played! Neal, eh?

Add to that a data disk based upon 'Operation Desert Storm' (the operation name given to the Allies' assault during the Gulf War), and you've got yourself what amounts to quite a complex system. Brigade Commander should be out and about as you read this, for the princely sum of £25.99. For further information call Electronic Zoo on 0285 641541.



FREE ALL ACTION

SYSTEMA
LCD GAME



FROM THE *Power*

COLLECTION



Bring electronic excitement to your fingertips by getting your hands on Gold Seal batteries. You're free to choose from 3 action-packed hand held Systema LCD Games - Soccer, Tennis and Car Race. Just pick up promotional packs to get in on the fun.

See your local Ever Ready Gold Seal stockist for details. More than one purchase required.

LOOK OUT FOR SPECIAL PACKS



NO OTHER BATTERIES ARE



SPECIAL OFFER - LIMITED PERIOD

FREE TDK TAPE

With Your LCD Game



Ever Ready will send a TDK D90 audio tape to each valid LCD Game application received by 2.9.91 which includes this voucher. Only one voucher per application.

This voucher is not valid in conjunction with any other offer. No refund or part refund is possible on this voucher.

See specially marked packs for full details on the LCD Game offer.

Please complete your name, address and choice of game when applying for this offer.

Name

Address

Postcode

Age

Signature
(if parent or guardian (if under 18))

Preferred LCD Game

If you do not wish to receive details of any other Ever Ready special offers, please tick ☐ Voucher valid until 2.9.91.

Send this coupon with your special LCD Game points to **POWER COLLECTION LCD GAME OFFER, PO BOX 112, LIVERPOOL L69 1QZ.**

CANTON

Promoted Ever Ready Ltd. Marketing, PO Box 112, Liverpool L69 1QZ

THE HEDGEHOG / "the best game ever..."

U
N
I
O
S



the new
hero
for the
SEGA
MEGA DRIVE
SYSTEM

...a blue, spiky and speedy
 as... (fact!) **SONIC THE**
HEDGEHOG has...
SONIC is... unlikely hedging
 super hero of the greatest
 platform game ever seen on the
 mega drive system. Zoom
 & weries... eating
 power rings, tumbling through
 tunnels, bouncing across land-
 scapes zapping badguys as you
 go on to destroy the dark force
 Dr Eggman... at shadows
 world...
 ...

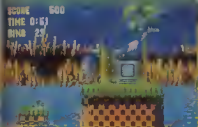


SCORE
TIME
RING



**"the biggest &
 best thing ever
 seen on the
 mega drive"**

MEAN MACHINES



SEGA

NEWS

PIT-FIGHTER

The Fighting Machine

BEATING THE COMPETITION

DOMARK are hoping to nail the Christmas Number One slot with their conversion of Atari's massive beat 'em up, Pit-Fighter. The game is set in the seedy world of illegal underground fighting, with the player adopting the guise of one of three fighting Aces taking on a bunch of deranged psychos in a series of one-on-one battles!



The arcade machine was a massive hit due to the combination of digitised graphics and sound and brilliant gameplay. In fact it's probably one of the most enjoyable beat 'em ups doing the rounds in the arcades!

Domark acquired the licence to Pit-Fighter as soon as it hit the arcades and have been beavering away on this conversion since. From what we've seen of the Amiga game it looks superb - with authentic visuals and simultaneous two-player action. Domark even reckon they can cram in all the sampled speech and effects as well!

This could well be one of the best Tengen coin-op conversions yet - watch out for a full preview next month in CVG!



HAMMER, DON'T HURT 'EM

COMING soon to an Amiga C64 or a PC near you courtesy of those Gai-men software wallops Demonware is PP Hammer and his Pneumatic Weapon. Now, before you start sniggering and falling about, PP Hammer is a young lad with a pneumatic dink who must run around 70 levels of monster-infested madness in order to grab all the treasure. On his quest PP will find all manner of objects to aid him, such as keys, potions, scrolls, oil (for the drill) and so on. But if the going gets too drastic, PP can hide underneath his big yellow helmet!



We've had a look at an early version of the game and to be quite honest weren't overly impressed. But, as they say, ours is not to reason why, ours is just to give this sucker the full low-down in a future issue. PP will be out on the Amiga at the beginning of June, with the C64 and PC versions to follow.

NEWS

SPECIAL REPORT

MINDSCAPE'S

MIRACLE OF MUSIC TECHNOLOGY

It's a miracle! A true, blue spectacle, the miracle is you! Ooh!

A MIRACLE OF MUSIC TECHNOLOGY!

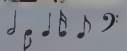
Say goodbye to the horror of piano lessons (if piano lessons were ever horrible) with this coming soon musical keyboard system which allegedly teaches even a complete imbecile (pictured) to play the piano. Software Toolworks' Miracle system has been selling like hot cakes in the USA, and in September you'll be able to get hold of one over here, thanks to Mindscape who plan to sell it for the amazing value-for-money price of £249.

The 49-key keyboard incorporates stereo speakers, a headphone socket and even MIDI ports, so you can hook up a drum machine or sequencer. The keys are all velocity-sensitive, so the harder you strike them, the louder the sound, and in total,

the unit can produce 128 different sounds in 16 note polyphony.

The keyboard can be played on its own of course, but if you want to learn to be a virtuoso, plug it into your Nintendo (PC and Amiga versions are rumoured to be on the way), insert the cartridge supplied and the machine will teach you all about rhythm and reading music in 50 easy practical lessons.

Sounds too good to be true? We thought so too, but after a quick demonstration, the thwarted CVG Manilows were truly astonished by the clever software, and were clamouring to learn more. We'll be giving YOU more details in the full review of the Miracle which will appear in these pages in just a couple of issues. Music lovers, stay tuned!



PREVIEW

VERSION	DATE	PRICE
AMIGA		£ TBA
ST		£ TBA
SPECTRUM		£ TBA
AMSTRAD		£ TBA
C64	SEPTEMBER	£ TBA

Coming soon from US Gold are conversions of Sega's excellent arcade blast. While *Richie Rich: Better than in Brum for the Challenge*, he sneaked a peek at how things were progressing - expect the exclusive review next month!

Alien Storm went down a storm (groan, gibberish, arcade) during 1990 combining of an A-grade game with top guns and laser whips? The scenario has to be experienced from a coin-op) is rather comical. Put simply, the aliens have landed on Earth and repellent enemy aliens have grown from them, strengthened by the Earth's deadly atmosphere. Now, the population centres of the world have been emptied and aliens roam the streets, looking for humans to accost, slime to death, and then eat for dinner (yum yum). There are three heroes in the game who take it that enough's enough, and set out to utterly destroy the alien menace.

US Gold are the software publisher behind the Amiga versions of Alien Storm and they've enlisted the aid of Tiertex (fresh from their successful conversion of *MER*) to carry out the home versions. From the look of the Spectrum and ST versions we've seen, it looks very impressive indeed, and we'll be giving you the definitive review when the US CVG

A BRISK JOG...

In the bonus game, the player jets along a horizontally scrolling level, blasting all sorts of alien scum into next week and beyond! When all the high-speed malarkey is over, the player's performance is judged by the panel (made up of characters from previous Sega coin-ops, even the dwarf from *Golden Axe* is in there). Bonus points are awarded based on the judges' deliberations.



ALIEN STORM

SCROLLING BLAST-ALONG

Most of the xenomorph-busting action takes place on a horizontally-scrolling playfield, with our heroes blasting the seven bells out of any aliens in close proximity. The weapons handled by the main characters don't exactly have much range, so unfortunately you have to get in pretty close to be sure of sealing the aliens' doom!



▼ Devastation guaranteed.

STAGE 2
PAGE 4

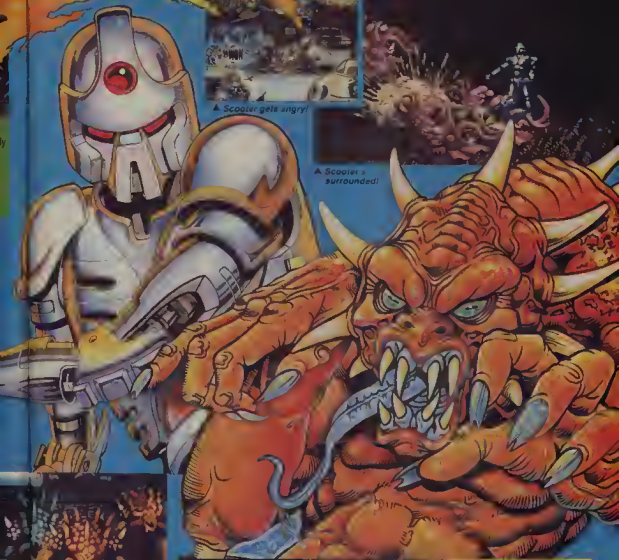


MISSION 6
STAGE 4



▲ Scooter gets angry!

▲ Scooter's surrounded!



MISSION 2
STAGE 1

3D PARALLAX DESTRUCTION

Another part of the game takes place inside a building infested with alien scum. So, pausing only to scoop up a heavy duty laser rifle, it's the players job to patrol the parallax scrolling building letting all sorts of alien eat photon death.

PREVIEW

VERSION	DATE	PRICE
AMIGA	SEPTEMBER	£ TBA
ST	SEPTEMBER	£ TBA
SPECTRUM	SEPTEMBER	£ TBA
AMSTRAD	SEPTEMBER	£ TBA
C64	SEPTEMBER	£ TBA

MEGADRIVE MASSACRE

Due from the Land of the Rising Sun in a couple of months is the Megadrive version of Alien Storm. US Gold actually used this version of the game as a basis of the conversion, because it has more levels than the arcade machine! The gameplay is identical to all the other versions of the game featuring all of the different game styles.

HAVE-A-GO HEROES GORDON

Gordon's no moron. He's a good performer, a winner of rds and a firm favourite. He's armed with a massive belt-mounted angel laser cannon.



KALRA

Give her a wide berth. Kalra is one mean fighting machine. Her weapon is a highly effective flame thrower!



SCOOTER

As far as Scooter's a bit so he should be massive laser weapon.



ALIEN STORM: THE COIN-OP

Alien Storm is Sega's own sequel to their massively popular Alien Syndrome coin-op, but they've gone one better on their last effort by having not two, but three players blasting away simultaneously! On the home versions, only two-players can battle away simultaneously and obviously the graphics and sound are that bit simpler than the coin-op's (here's some arcade screen shots for your delectation) but the gameplay itself is much the same.



The coin-op

▼ attract sequence.

▼ George gets mean!

▼ Eye-eye! This looks a tad menacing!

Can all this be crammed into an ST?

ALIEN ST-ORM

Right off the bat, things the ST version of Alien Storm looks pretty close to the coin-op original. The xenomorphs and their antics are just as much fun as the arcade version, and though the scrolling is a tad jerky (especially in the fast-moving running sections), it still looks like being quite a little more...

▲ ST Blastorama!

▼ The 3D parallax bit.

▼ The Spacey player select screen.

▲ A walk in the park turns deadly.

SPECCY BLASTING

By far the most advanced version at the moment, Speccy Alien Storm looks really impressive. Although the graphics are mostly monochromatic, the action is megafast, and all of the coin-op's sections have been included. All of the three characters are also present, and all of their attacks and athletic moves have been included! Looks like being a goodie.

HOT LINES



WIN A PC ENGINE!

0839 654 169

One of the best consoles available, this micro-matchbox of arcade anarchy is up for grabs! Want to win one, do you? Well, you'll have to call this number first!



WIN A MEGADRIVE!

0839 654 168

Dark, sleek and deadly, this 16-bit superstar of consoledom is just waiting to be won - could you be the lucky reader? Grab that raprod and find out!



WIN A GAMEBOY!

0839 654 170

This little baby has been snapped up by all manner of atars. If you want to join in the hand-held hilarity, you'll have to leap on the phone and dial that number bloomin' quick!



WIN A SUPER FAMICOM

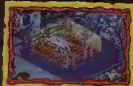
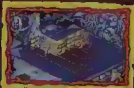
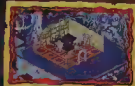
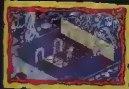
0839 654 171

Possibly the best console ever conceived, the Super Famicom is now Japan's biggest selling machine! To be in with a chance of winning one, get granny off the line, and ring this number NOW!

IF YOU'RE UNDER 18, PLEASE MAKE SURE THAT YOU'VE GOT THE PERMISSION OF WHOEVER PAYS THE PHONE BILL BEFORE YOU START DIALLING. CALLS ARE CHARGED AT 33P PER MINUTE (OFF PEAK) AND 44P PER MINUTE (PEAK RATE).



From the best selling role-playing game Gremlin brings you...
COMPUTER ADVENTURE IN A WORLD OF MAGIC



Recent shots from Amiga version

Gremlin Graphics Software Ltd.,
 Carver house, 2-4 Carver Street,
 Sheffield S1 4FS
 Tel (0742) 753423



Available On:
 Amiga • Atari ST/STE •
 Spectrum, Amstrad and
 C64 cassette & disk
 (PC VERSION AVAILABLE SUMMER 91)

£35.00



The screen is split vertically into two columns. The left column shows the players in a row, and the right column shows the names of the players in a row. The names are: Mike, John, and Tom. The players are: Mike, John, and Tom.

The Bonanza Bros. toes in this escapade are multitudinous
And they are

THE UNIFORMS Dressed in blue, yellow or green, these lads are easy to knock out because they don't wear armour. But shoot last because even if they don't chase and shoot at the brothers, they will raise the alarm with a whistle or a gunshot.

The Bonanza Bros. worst enemies. As well as wearing amour, these guys carry bullet-proof shields so they can only be shot when they are facing away from the brothers. If that doesn't work, you can rely on their slow reactions and risk dodging around them.

THE WAITERS: These bad-bodies inhabit locations such as the Millionaire's Yacht, and usually they're pretty shocked when they first see the brothers - so shocked that they drop all the plates they're carrying! There are, however, a couple of quick-witted individuals who start throwing their plates at the intruders!

THE ROBODOGS: These steel-toothed monsters prowl around the later levels, growling whenever the brothers approach, then pouncing to knock them off their feet. However, hark at 'em when you pop a couple of slun pellets into their metal hides!

THE BEARDED BOMBERS: Usually to be found guarding exits: it takes four or five shots to knock these guys off their feet, and it's probably best to expend the ammunition, because they like to either pound heads or lob bombs in the brothers' direction.



The most impressive thing about Megadive Bonanza Bros are the graphics which are very true to the ray-traced sprites in the coin-op. Unfortunately once you've recovered from that minor thrill there's not a lot else capable of providing excite-

ment DO NOT follow your instincts and start playing this on EASY level because after two games you'll have completed it. In fact the only way to get your money's worth out of Bonanza Brothers is to set the difficulty level to maximum, the lives count to minimum and ignore the option to continue using the extra credits. Even playing that way, it doesn't take long to grow tired of the game and bored with the lack of things to do. In short, after only a few plays the entertainment value of Bonanza Bros plummeted, and it was paying in excess of \$30.00 for a game. I'd expect something much more substantial for my money.

PAUL
GLANCEY

BONANZA BROS

REVIEW

TRICKS AND TRAPS

Bonanza Bros features some painful-looking sight gags to get that Mayan word in your character's personality.



THE DOOR SLAM: This can be used at every venue. Hide behind a closed door. Then lure a guard to the other side. When he is right behind it, open the door and SPLAT! Make sure you do it to them before they do it to you though.



THE CRUSHER: To be found in the Mini Templo, an armored guy towards you. Then duck behind the machine, grab the lever and pull. Charlie in hysteria as he is squashed flat, making him a bit of a welkover!



THE RAKE: Some guerilla gardener has left his tools out, and if you're not careful, one of the boys will knock himself cold when he steps on the end of the rake and the shaft smacks him in the face. Best jumped over.



THE CAN: A bit like the rake, really. A litter bug has left a can on the ground, and if one of the lads walks into it, rather than jumps over it, he'll end up flat on his back, ready to be collared.



THE ROBOT HEAD: A good way of avoiding the guards in the MD Laboratory. As soon as one comes near, duck into an alcove, and the brother in your charge plucks the head off a nearby robot and puts it on as a cunning disguise!



THE ROPE SLIDE: This one looks fun rather than painful, but it all ends in agony. It's actually a fast way of getting from the floor below, but it's so fast that as soon as slide stops, the speeding brother is hurled through the nearest brick wall.



Both Hebe and Mogo can exit.



Mogo enters his hideout, ready.



Mogo gets the last item while Hebe heads for the exit.

REVIEW

BONANZA BROS

00000000

PAUSE

000476

ARCADE BONANZA

The Bonanza Bros coin-op appeared in British arcades last summer and its weird gameplay (especially for a Sega machine) and stylish graphics earned it some success. This conversion is two levels shorter than the coin op, the fruit market being one of those absent. Also missing are the bonus stages which appear every few levels in the arcade game. In which the Bros have to dodge the beams of searchlights or face a mouthful of bullets!

00000000

PAUSE

00000000

00000000

PAUSE

00000000

00000000

PAUSE

00000000

▲ Robo hangs around, while the other Bros escape

There's no denying the graphical appeal of Bonanza Bros. The sprites are true to the arcade, with some nice, varied backdrops and excellent sprites. The sound is quite nice too with some cutesy soundtracks and good effects. To begin with the gameplay is quite entertaining - spitting missiles and collecting the ewag does keep you occupied for a couple of hours, but if you've got the difficulty level on the lowest setting and the lives counter on the highest, then you'll complete the game in just a couple of shots. There are actually less levels in this version than there are in the arcade and all of the bonus levels are missing too. Superficially, Bonanza Bros is a great game, but it lacks the stability factor that would make shelling out £35.00 truly justified.

**RICHARD
LEADBETTER**

MEGADRIVE

GRAPHICS 93
SOUNDS 70
PLAYABILITY 71
LASTABILITY 55
OVERALL 65

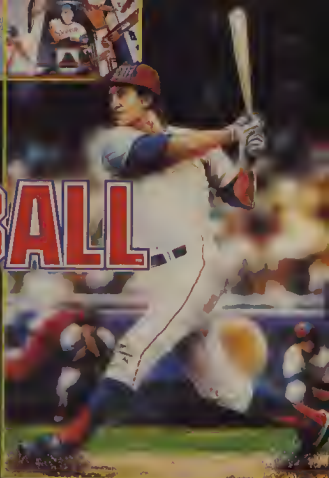
RBI TWO BASEBALL

RBI sets a new standard in Baseball simulations.

Easy to play, you can really feel the crack of ball against bat as you hit a big one and go for a home run. Wind up to pitch a fast ball or play tricky with a slow curvar. Put on your glove and dive for catchaa or try to tag those runners between bases.

For aficionados we've included details of all 26 American pro ball teams: the real players with their batting, pitching and fielding stats. All this detail, combined with superb animation, sound and special effects, have made sure this is the only baseball game to get an American Major League Baseball Players Association endorsement.

For sheer realism you can't beat **RBI**'s heart pounding action - if it gets any more realistic, you'll need a glove to play.



PLAY RBI BASEBALL AND WIN

Pick up a competition form at your local retailer, answer the three simple questions and **YOU** could be flying to the USA in September to see a real life baseball game between the Boston Red Sox and the Baltimore Orioles.

WIN 2 RETURN FLIGHTS TO BOSTON...
1 NIGHTS ACCOMMODATION...
2 TICKETS TO SEE THE BOSTON RED SOX IN ACTION

PLUS... \$200.00 SPENDING MONEY

Look out for **RBI BASEBALL** in your local computer store now!!

* Competition closes 19th August, 1991 ** Available on all formats

"The Kick Off of baseball games."
THE ONE

DOMARK

TENGEN
The Name in Coin-Op Conversions

Programmed by: The Amiga
© 1991 Tengen Inc. All rights reserved. ** First-Event Conversion
Software, artwork & packaging © 1991 Tengen Software Ltd.
Published by: Tengen Software Ltd, Ferry House, 97-97 Lark Road, London SW19 4PR. Tel: 071 739 0300
Available on: Amiga, Atari ST, IBM PC 2.85 & 3.3", Commodore 64, Spectrum, Amstrad
Amiga & Atari ST: Burnhamite



SOUND AND VISION



WORDS AND PICTURES ALL ON

COMPACT DISC. PICTURE THIS



A WHOLE WORDS WORTH



SWAP NOTES WITH LUDWIG.

GET INTO THE GROOVE



OR

INTO A HOLE



DRIVE OFF TO

INDIA



COME ON INDIANA



BURIED TREASURE. BURROW

DEEPER



ER, WHAT'S UP DOC?



THAT'S ALL FOLKS!





WELL, THAT'S ONE WAY OF LOOKING AT IT.

It's here. Commodore Dynasmile Total Vision. Everything you could ever want for excitement, entertainment and education for only £899.99 including VAT. Price excludes TV monitor. Call 0629 779679, see CDTV at selected retailers or fill in the coupon for the full picture and send to CDTV Information Desk, FREEPOST 1399, Meldenhead, Berkshire SL6 7YA.


Title, Mr ☐ Mrs ☐ Ms ☐ Miss ☐ Other ☐

Surname

Initials

Address


Postcode

 Commodore CDTV

CVG 1

THERE'S A LITTLE BIT OF COMMODORE IN ALL OF US

Peak nostalgia CDTV machine, infra red remote control and ready to play CDTV discs



This month's Challenge took me to the repellent Birmingham, home of mega softco US Gold. I took the gibbering Paul Gancey and snivelling Richard Leadbetter in tow, anxious to force untold amounts of suffering and humiliation on them... or so I thought...

THE CHALLENGERS

Glancing over my challenge forms, I decided to summon Trevor Derigxon from North Yorkshire, who had proved his scoring worth on many Commodore 64 and Megadrive games, even though he'd only been playing since February.

Gary Wilson was my next challenger, a hardened IT score warrior from Aldershot. Gary also brought a note with him, "David" (or "Dave" to the more adventurous) and after letting it slip that he was notaverse to playing the odd game he was duly topped into the festivities.

US Gold's "champion for a day" was to be Steve Filton, a "Product Manager" and alleged games expert. This strange fellow seemed highly confident of emerging from the contest victorious.

The spazmo CVG squad arrived next, and I was anxious to force them into taking part. After showing an interesting selection of photographs to the waiped Paul Gancey, he grudgingly accepted my offer to take part, on the condition that he got the negatives at the end of it. Unfortunately, no such items of blackmail were available into goading the mentally-crippled quiff-flooting Dick into action and he defiantly decided to just stand and watch, and perhaps gloat. I put paid to his disgusting behavior by sending him into the corner of the room, facing the wall with a bag over his face, lest his grotesque flizzog put my worthy challengers off their game (as well as their dinner).

THE CVG CHALLENGE

GAME ONE GAUNTLET

A worthy game to start the challenge. Gauntlet is an always scrolling maze game with the objective being to reach the exit of each maze battling and blasting meemies on the way. This isn't really my cup of tea - the lack of gratuitous violence just isn't good enough. Still, this Master System version of the game is probably the best yet, so it's not all bad.

Trevor went first, "went" being the operative word. Being relatively new to this computer game malarky, the ex-rally driver had never played any version of this age-old arcade blast, and his maze-related antics proved to be completely inept. The other challengers watched in dumbstruck awe at his unskilled activities. A pitiful 2,500 was all Trev could come up with. Oh well.



▲ Gary takes his seat and proceeds into battle against ghouls and demons in the Sega version of Gauntlet. By the time he'd finished his go, his slow-playing tactics had drained the will to play from the other competitors, allowing him to take the round.

The slightly more experienced Mr Wilson proved to be marginally more successful, achieving a score of 9,140. His game was a more cautious one, hiding behind corners and occasionally blasting the meemies. It took an age to wrest the lad from the console, and I suddenly realised that dirty play was the order of the day. Gary was subtly trying to bore his opponents into submission.



▲ Steve Fitton - a man barely alive. Gentleman, we can rebuild him. We have the technology to make him the world's smallest product manager.

David arrived next, a little more after than I was a law-abiding 4,490 - and that was after a practice session! I wondered if this cheeky chappie was really any good at games following this effort. I decided to keep a close eye on him.

Steve 'Mr US Gold' Fitton came up next for his turn, and came away with a fairly creditable 6,325, and so he should seem as he'd playtested the game! His tactics were much like stothfuf Gary's except that they were even more tedious. About fifteen hours later he was finished (but Gary's score still ruled), and I woke up the rest of the audience ready for the final pathetic participant.

It only took a saucy blow to the cranium to wake up the retarded, drooling Glancey person and persuade him to take his seat before the Master System. Obviously the concussion had some unforeseen effect and he somehow knocked up 6,615 points, which I was ashamed to admit gave him third place in this round. Arrggggghh! I'd make the fool never wish he'd been born for this!

GAME TWO PAPERBOY

The Sega version of this age-old con-op was the next game on my challenge agenda, and after the drawn-out proceedings of the Gauntlet game I ushered Trevor to the seat ready to commence newspaper-throwing combat. This was another game he'd never played, but after five minutes of competent crashing from the Glancey-thing he turned up a pretty decent score of 4,200 points - reaching day three.

Gary and David - erstwhile paperboys both - obviously weren't paying attention during Paul's "expert" tutelage and came up with a pair of surprisingly lacking performances scoring 3,900 and 3,550 respectively. Their games were particularly painful to watch and it seemed that avoiding any sort of obstacle was a bit too much for these creatures.



▲ Mean and moody Mr Wilson studies his surroundings and struggles not to be brainwashed by the huge number of publicity posters which confront him at every turn! You can tell by the look on his face that his will is gradually slipping away...

The diminutive Steve Fitton took the seat after about seven minutes worth of constant whinging, ended only by my mentioning something about his tender regions and the large, spiked stick I'd brought in my weapons holdall, and the red mist that was appearing before my eyes. It seemed that his pathetic, apologetic whining was justified as he came last with a limp 3,330.

Last and very definitely least, the giggling, deluded Glancey took the hot seat. He had obviously been taking some kind of subliminal anti-clumsiness course and much to my supreme annoyance he took the round with a massive 10,610 points! At this stage in the contest, this made him joint leader

THE CVG CHALLENGE

CONTINUED...

with Gary. I hoped that he completely fouled-up the next couple of rounds - for his sake. Unfortunately, US Gold didn't share my sentiments and took the whole lot of us (including the Leadbetter creature) out to lunch at the swanky TGI Friday's restaurant!

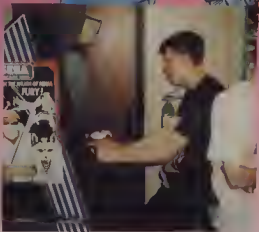


▲ Trevor Daighon - a man so hard he can sit on discarded soft drink cans without inflicting injury. Here we see him watching his fellow challengers practicing on the Shadow Dancer coin-op in the corner of the room.

GAME THREE SHADOW DANCER

After a vast lunch, it was time to cart the challengers off to US Gold's coin-op city for the third and fourth rounds of my challenge. To get the ball rolling, I ordered one round to be played on Shadow Dancer - the story of a psychotic ninja and his atrocious child-mauling canine chum.

Cheers went up from the assembled US Goldies as Steve stepped up to the machine. He reckoned he was company champion at this particular coin-op, and proceeded to let everyone else know as he started to show off a bit (more than a bit actually - his slimy smugness made me want to vomit into the nearest sick bag). His multiple hours of practice made it easy for him to get well into the game before his on-screen Ninja counterpart finally kicked the bucket. He finished his game with a meaty 76,000.



▲ Hasselhoff's David! He's having a bit of a practice at Shadow Dancer before lunch so he can trounce the rest of the field later. Unfortunately, it was all to go so tragically wrong for the boy when the time came.

After this slimy, odious performance, David's limp 4,800 was, well, there's no other word for it, but 'distressing'. I don't really want to dwell on this ineptitude, so I won't.

Unfortunately the same goes for Gary's equally lacklustre performance. His score of 5,600 wasn't quite as disastrous

as David's effort, but it simply wasn't good enough to match Steve's performance.

To round the game off with a laugh and a half, Paul Glancey arrived to have a quick stab at the game. I had noticed him observing Steve's skilful attempt, and he had obviously been taking careful note of how to take out the tougher terrorists. So, even though he had played the arcade game on only two other occasions, the annoying creature actually did surprisingly well, clocking up a fairly decent 20,400 and claiming second place as his own. Bah!

GAME FOUR MERCs

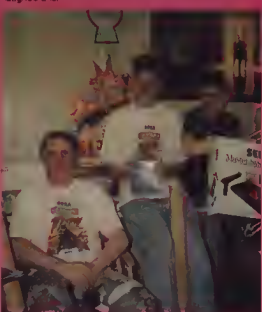
Eager to redeem himself after his earlier failures, Trevor had been practising on the MERCs coin-op which stood in the corner of the room. So he was first to take the joystick, and he proceeded to blast his way through level one, collecting all the weapons he could and massacring as many enemy soldiers as possible. His performance did him credit, and he came away from the game with a respectable score of 51,450 points.

Steve decided to have a go next. He brashly announced that this was another coin-op to which he was seriously addicted, causing looks of consternation to be passed between the other challengers, who had played it only seldom. Sadly, his boasting proved to be no lie and his assault on the enemy continued until the end of level two. He left the coin-op after racking up 52,300 points.

Again I had observed the writhing Glancey studying Steve's tactics, anxious to emulate them for maximum success. Some hope! When his turn actually came up, the nauseating Paul 'Mr Floppy' Glancey actually did better than Steve, yomping through the majority of level two with a gargantuan score of 69,600. The assembled masses seemed to think that the odious one had clinched the round, and their suspicions seemed vaguely justified as Dave started his go, and only managed to knock up a quick 10,000 points before expiring!

However, Fate was to deal the smug, hidden Georgie a losing card as Gary took the hot spot. His MERCs abilities made

Glancey's look like complete Ekorement! The Last Devil in Hell, as he yomped and blasted his way through to level three with a huge 84,100 score! Gary had taken the round, and Glancey could not help but feel a little disappointed. I laughed a lot.



▲ It's all over for the youngsters, and they take delivery of their prizes. Brave loser, Trevor (left), gets the booby prize of an empty cardboard tube, while the others (Gary, centre and Dave on the right) get an extremely expensive Walkman and a Master System Plus pack!

THE OLD SCOREBOARD

THE MASTER SYSTEM CHALLENGE

	GAUNTLET		PAPERBOY	
TREVOR	2,500	4	4,200	6
GARY	9,140	10	3,900	6
DAVID	4,480	5	3,550	5
STEVE	8,325	6	3,330	4
PAUL	6,015	6	10,610	10

THE ARCADE CHALLENGE

	MERCs		SHADOW DANCER	
TREVOR	51,450	5	4,800	4
GARY	84,100	10	5,600	6
DAVID	10,000	4	4,800	4
STEVE	52,300	6	76,000	10
PAUL	69,600	6	20,400	8

Then, after the final scores, I found the results intensely embarrassing. I checked and re-checked my findings, but there was no doubt that the vomit-inducing Glancey had won my challenge, going at the top slot with Gary Wilson's US Gold reward. I handed out the prizes, handing out brilliant remote-controlled cars, mega expensive Walkmans (Walkman?) and even a Sega Master System as a runners up prize. So, another happy ending for them. The prospect of Glancey winning a challenge made me feel, if for many days, and I vowed a terrible vengeance against the heinous Georgie.



▲ Here we see Andrew, US Gold's resident spaz, who is trying to plug his favourite joystick into the Shadow Dancer arcade game. Aren't you glad they don't let him do any programming?

THE 4th International 16 BIT COMPUTER SHOW

Europe's biggest 16 Bit Computer Show dedicated to the serious and entertainment sides of the ST, Amiga and PC

July 12, 13, 14

Open 10am - 6pm,
Friday and Saturday.

Open 10am - 4pm,
Sunday.

**Pre-
Purchase
your tickets
before
July 5th.
Save up to
£2 if you
apply NOW!**

Regular ticket prices
- £5 Adult, £3 Child
(Under 10) at door
or after July 5th.

Fast Lane
Ticket Prices
- £3 Adult, £1 Child
(Under 10)

Fast Lane
Ticket
Holders
have their
own
priority
entrance.



Over 140
companies
will be exhibiting and
supplying everything
from Hardware to
Software, Peripherals
to Consumables for
your ST, AMIGA & PC -
as well as all the
latest products from
Europe & America

Companies including:

- 2 Bit Systems
- A & G Electronics
- Adamant
- Active Studio
Centre
- All Payee
- Arkadia
- Armor Ltd
- B.C.S. Ltd
- Bridge UK
- Bytes & Bytes
(Europe) Ltd
- Care Electronics

- Checkmate
- Computlink
- Compuser
- Datacube Ltd
- Connect
International
- Console Quest
- Delta
- Leisure (UK) Ltd
- Diamond
Computers
- Digital Deals
- DK Data
- Drowning Computers
- Euro Computer
Supplies

- Full Circle
Technologies
- Gesteuser
- General Computers
- GSA Data Media
- GPS
- Harpers Computers
- Han Micro
- Hi Tech
- Hi Tech
(Moderns) Ltd
- HPLUK
- Radnor
- Reformed
Computers
- LCI Educational
Software

- Manned Circle
Hard & Software
- MCD Software
- Media Direct
- Media Value
- Ministry Express
Systems
- Micro Mart
(UK) Ltd
- Micro Value
- Micro Smart
- Micrological Ltd
- MPH Computer
Specialists
- New Dimensions
- North Eastern
Consoles
- Omega Progress
- P & B Micro
- Paradise Computing
- Paradise Computers
- Precision Software
- Protek
- Revell
- Riverside PCL
- Rembo Ltd
- Silica Shop
- Silica Software Ltd
- Silk Surf Software
- Software Plus
- Software Squad
- Software Selection
- Supergraphics
- Take Control
- TurboSoft
- US Action
- Vitek Ltd

**Novotel Hotel,
Hammersmith,
London W6**

Nearest tube station - Hammersmith
(Piccadilly Metropolitan & District Lines)
Organised by
Westminster Exhibitions Ltd,
Surrey House, 34 Eden Street,
Kingston, Surrey KT1 1LR
Telephone 081-549 3444
Fax 081-547 1311

**VISIT 2 GREAT SHOWS
WITH ONE JOURNEY
On the same days as
the 16 Bit Show and
just 5 minutes walk
away at Olympia is the
INTERNATIONAL
MUSIC FAIR so why not
visit both shows!**

To: 16 Bit Show, PO Box 68,
St. Austell PL25 4YB

Please send me _____ Adult Fast Lane Tickets @ £3.
_____ Child Fast Lane Tickets @ £1

I enclose a cheque/PO./Credit card details for £ _____ made payable to 16 Bit Show

Name _____

Address _____

Postcode _____

Credit Card No. _____

Expiry date _____

OR phone 0726 68020 to book with credit card



MEGADRIVE

The Madden score roll continues as masalve scores arrive by the hour (well, nearly). A nice Elemental Master score kicks off the table (even MEAN MACHINES' drooling Gary Harrod thought it was impressive), followed by an even better Mickey Mouse score. Keep your scores rolling in, or else!

ELEMENTAL MASTER	1,007,355 (MANIA LEVEL)
Samir Bellant, Crowborough, East Sussex	
JOHN MADDEN'S FOOTBALL	236-10
Kieron Marnell, Sweneea	
MICKEY MOUSE	492,900
Ceri Davis, Sutton-in-Ashfield, Nottinghamshire	
MIDNIGHT RESISTANCE	17,737,00
Merk Heyes, Sydenham, London	
GYNOUG	2,716,880
Mark Hurcombe, Lichfield, Staffordshire	

NINTENDO

The Turtles score is finally replaced by a far superior effort, and there's been some decent high-scoring action on Batman, Double Dragon 2 and Duck Tales, but I still reckon there's far more room for improvement. How about some scores for Snake, Rattle and Roll or Tecmo Wrestling?

BATMAN	9,074,200
James Qualier, Surbiton, Surrey	
DOUBLE DRAGON 2	40,200
Karl Brynling, Heywood, Lancs	
DUCK TALES	\$5,966,000 (COMPLETED)
Guy Cawiro, Bedford	
BLADES OF STEEL	16-5 20-3 20-6 (PRO LEVEL)
Andrew Walker, Bury, Lancashire	
TEENAGE MUTANT HERO TURTLES	1,604,182
Pearl Mills, Ipswich, Suffolk	

GAME BOY

Revenge of the 'Gator is proving to be the most popular high-scoring Gameboy cart this month, followed up by the likes of Double Dragon and the Turtles. I've put that Dr Mario score in as a prompt for more satisfactory efforts. It's a great game and well worth taking a look at with a view for some high-scoring action. Know what I mean?

DR MARIO	82,800 (low speed)
Mark A Cooper, Stainton, Doncaster	
TEENAGE MUTANT NINJA TURTLES	210,100
Chris Stewart, Newport	
DOUBLE DRAGON	122,710
Luke Fieldhouse, York	
REVENGE OF THE 'GATOR	1,335,590
Ruben van der Meer, Holland	
TETRIS	470,132
Daryn Quinn, Great Yarmouth, Norfolk	

PC ENGINE

Nai Attar my hilarious put-downs and vicious taunts, you PC Engine owners are finally getting your fingers out and playing with your Engines instead. But still I want scores on Bomber Man, Parasol Stars and maybe even Final Match Tennis. Don't disappoint me now or I might get a tad annoyed...

COMPLETE (15 lives remaining)	
SON OF DRACULA	
Nick Silverstone, Naaboy, York	
FORMATION SOCCER	40-0 (Argentina vs Japan)
Nelhan Russell, Mord, Essex	
AFTERBURNER	4,773,100
J S Edmunds, Edinburgh	
SCI	2,173,610
Amh Vyas, Panga, London	

SUPER FAMICOM

Terry McPherson's scores still rule supreme, so much so that I have called in the Credibility Squad to test his claims. Any road up, far next month I want Final Fight scores using only one credit, and F-Zero scores obtained without losing one ship! Ha, that should really separate the men from the small, furry mammals!

F-ZERO	60,120
Terry McPherson, Somewhereaville	
FINAL FIGHT	3,369,270
Terry McPherson, Dunne-on-Sea	
NOLE-IN-ONE GOLF	11 UNDER PAR
Jackie Gilbert, County Antrim, Northern Ireland	
PILOTWINGS	LEVEL 8 (CODE 760357)
Paul Gancey, CVO	
SUPER MARIO WORLD	9,999,990
Julian Rignall, CVG	
DARIUS TWIN	2,625,900
Gary Harrod, MEAN MACHINES	

ARCADES

MEAN MACHINE's grotesque Gary Harrod dominates the score tables again, this time playing Street Fighter 2, Dragon Sabre and Super Space Invaders. Naving this repellent being interesting my tables to knocking years off my life, so get him off them NOW! I expect better things by next month or else I get mean!

SUPER SPACE INVADERS	633,710
Gary Harrod, MEAN MACHINES	
DRAGON SABRE	137,250
Gary Harrod, MEAN MACHINES	
STREET FIGHTER 2	11 BAD GUYS (COMPLETE), ONE CREDIT
Gary Harrod, MEAN MACHINES	
PIT-FIGHTER	3,001,000
Julian Rignall, CVG	
MIDNIGHT RESISTANCE	COMPLETE (ONE CREDIT)
Stephen Hancock, Romford, Essex	

Right, wimpos, you know the drill - every month CVG will be throwing down the gauntlet to all of you waaklings. Fill out the form below and send it to SCORE WITH SADIE at the usual CVG address. If your scores are good enough, they'll be printed in my Highscore Tables, and outstanding scorers may be called on to go up against the CVG reviewers and a software house champion, with an expansive piece of computer or console gear (depending on what you already own) as a prize!

RIP HERE

DEAR SADIE, I THINK I'M GREAT - MUCH BETTER THAN THOSE CVG CRETINS ANYWAY - SO HERE ARE MY HIGHScores...

NAME	SCORE
NAME	SCORE
NAME	SCORE

NAME: _____
ADDRESS: _____

TELEPHONE NUMBER: _____
MY MACHINE IS: _____

HIGH SCORES



Dear Wimps,

Welcome, Score Kings to the latest in my instalment of pulse-racingly thrilling highscores. A whole new bag of scores this month, and a challenge too! If you think your abilities deserve a mention on my hallowed pages, fill in the coupon now - or forever hold your piece!

Sadie

AMIGA

After a gibbering start, you Speedballers are finally getting to grip with the Blimaps Brothers' superb game - and about time too! A nice new entry in the form of that Golden Axe score and a rather impressive GODS achievement. But still I think you could do better...

SPEEDBALL 2	960 LEAGUE POINTS
Ian Pollard, Nida Hollow	
GOLDEN AXE	767.9
Phillip Marsh, Castle Bromwich, Birmingham	
GODS	7,564,339
Ming Yu, Canterbury, Kent	
SWIV	629,230 (97%)
Jim Shephard, Gwent	
OUT RUN	23,438,168
Conrad Witcomb, Tetford	

ST

Urrggghhh! The repellent quitter, Richard 'droopy' Leadbetter actually has a score in the ST chart! Get rid of it quick, or else! An interesting F19 effort (surely it can be bettered) and a massive Kick ON 2 score - can any one beat it?

F19 STEALTH FIGHTER	926 (Medium level)
Sam Kincald, Weeley, Essex	
KICK OFF 2	48.0 (Italy vs Germany)
Sam Kincald, Weeley, Essex	
RAINBOW ISLANDS	5,010,330
Richard Leadbetter, CVG	
NITRO	210,000
Alexia Clurea, Sweden	
PANG	2,329,800
Simon Collins, Bexley Heath, Kent	

C64

Only a brace of C64 highscorers this month. What happened? I wouldn't like to think that you lot have fallen asleep on the job (as it were). I expect better things next month, or all my energy will be

BUGGY BOY	112,180
Matthew Gabriele, Parth, Australia	
BLACK TIGER	19,600
James Tape, Dagenham, Essex	
SWIV	79,000 (Solo - Helicopter)
Bob Pullen, Doncaster	
Navy SEALS	192,680
John Whyte, Kilsyth, Glasgow	
TURRICAN II	3,501,800
S J Bambridge, Norwich, Norfolk	

SPECTRUM

You lot have got a bit better at Lotus, but it still isn't good enough. I want better things next month, or I'll personally come round and whip you into shape (stop drooling). The NARC scores have been rolling in, but Mark Perlin's score took the top slot.

NARC	273,475 (COMPLETE)
Mark Perlin, Aylesbury, Bucks	
LOTUS ESPRIT TURBO CHALLENGE	186
David Forbas, Swansea, West Glamorgan	
PANG	650,600
Daniel Creser, Northampton	
SUPER OFF ROAD	£587,000
Daniel Creser, Northampton	
R-TYPE	991,000
Daniel Creser, Northampton	

AMSTRAD

Hmmmmmm. A few more scores this month, but they only show to me that your highscoring prowess is rather akin to a ageing donkey with bad hand-to-eye co-ordination. So come on, score masters, get those scores in now!

CHASE HQ	9,856,669
Stephen Bars, Lutterworth	
HAMMERFIST	12,472
Graham Richardson, Dublin	
MIDNIGHT RESISTANCE	27,440
Leon Philipps, Clwyd	
KLAX	1,740,000
Chris Craig, Kempshott, Hants	

SEGA

After a few months' scoring hibernation, you Master System score masters are finally letting the highscores roll. Plenty more decent scores arrive by the day, but I expect more of you - especially to keep the gibbering CVG reviewers out of the table on a more permanent basis.

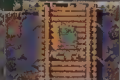
CHASE HQ	9,371,500
Steve Smart, Bristol	
SUPER MONACO GP	GRAND PRIX 7
Alex Charles, Luton	
GALAXY FORCE	433,400
David McMurdo, Dumbarton	
BATTLE OUTRUN	\$261,200 (COMPLETE)
Steve Smart, Bristol	

WAR ZONE



The year is 2044. World War II is being re-fought by the unknown enemy force. You and your teammates have been sent to lead the battle against them. You will take them through the darkest corners of the world.

Your game center plays a key role in the development of the game. The two players can develop the battlefield between the two players, developing a new set of tactics and strategies.



CRACKER
DESIGN

ONE





REVIEW

MEGADRIVE

£34.99

BY SEGA

WRESTLE WAR



It's pretty clear there's a remarkable lack of decent Megadrive wrestling games, but *Wrestle War* fits the bill quite nicely! The action is fast and exciting, depicted with excellent graphics. The sound is also good, with great grunting noises and perfect effects -

stamping your opponent's head against the canvas produces the most satisfying noise! Although it tends to get a bit repetitive after a (long) while, there's lots of challenge on offer, and pummeling all of the opponents will take ages. All combat games benefit from a decent two-player mode, and *Wrestle War* even has this as well. We know from the vast stocks of mail that you lot want a decent wrestling game, and *Wrestle War* more than delivers! So, if you fancy smashing chairs and cash boxes over someone's head, this game is a dream come true!

RICHARD
LEADBETTER

FIGHTING TO WIN!

OK, so you want to be thumping good and becoming king of the ring? You'll need to get to grips with a few tasty tactics to marmalise the opposition and stake your claim as a grappling glory boy.

You can either punch or kick your opponent, but should you want to try something a bit special then hold onto him, after which a power meter appears. You can then fling him across the ring, flip him over on to the mat, drop kick him in the face or even choke him - achieved by attacking your opponent by attacking your arm out and allowing your opponent to run straight into it!

At any time you can try to pin your opponent to the canvas whilst the ref counts to three. Should you succeed, you'll progress to the next challenger. If not, you'll have to make sure you do it to him before he does it to you!

WRESTLE WAR



GRUNTIN' AN' GROANIN'

The eight man-manglers you'll have to go up against are no easy pushover, and get harder as the match-ups progress



THE MOHAWK KID

The first opponent this so-called hard-nut only has half your energy and is easily dealt with



SLEDGEHAMMER

This dude won't hang about Welch out for his knee-drop if he gets you on the mat!



GRAND KONG

The champion wrestler, this human anthropoid isn't about to let anyone take his title away. Let alone some cheap punk in black shorts!



MR J

Looking not unlike Jason Vorhees, this guy will do his utmost to make your face a permanent feature on the canvas!



NIMROD FALCON

This Miami mangler is a real tough nut to crack and just loves to smash unsuspecting challengers to bits!



DAN DAMBUSTER

A mean and moody Bronx brawler, this wrasse monster is definitely out to put you away!



BUCKSKIN ROGERS

The number 2 wrestler in the whole of the USA, he's one mean hombre and out for it!



TITAN MORGAN

This Texan terror is just the sort of guy who loves to jump on your face when you're down!

5



WRESTLEMANIA

Is there anybody out there who hasn't heard of Hulk Hogan, The Ultimate Warrior, The Big Boss Man and The Million Dollar Man?

These are the stars of the World Wrestling Federation - household names in the States and over here thanks to coverage of WWF events on satellite television. Since the early eighties, seven wrestling extravaganzas have been held, entitled Wrestlemania, and have been packed from beginning to end with nerve-jangling wrasse action.

Hulk Hogan (known as the Hulkster to his millions of fans) is acclaimed as the all-time WWF champion. During his career he has fought all comers and won, to retain his title. Hogan has lost his title just once, to The Ultimate Warrior, in one of the greatest and most exciting matches ever!

TIME
2:57
RD 1

PLAYER



038



UPDATE

No solid news of other versions, but now that US Gold have an agreement to convert Sega com-ops, Wrestle War may well appear on other machines

TIME
2:13
RD 2

PLAYER

ENEMY

PAUSE



At last - a game which can satisfy all the Megadrive-owning Wrestlemaniaacs out there! Wrestle War is fast and playable, and there is some real skill required if you're going to trash the whole bunch of computer fighters. What really makes this game are the big wrestler sprites, whose movements and facial expressions are superbly animated. Not only does it look good, all the grimeas and popping eyeballs are added too by sampled groans and "oof!" sounds, making it one of the most satisfying bast am ups you could hope to play outside of an arcade. Fighting against another player is great fun, but it's a shame that player one always has to be Bruce - it would have been more fun to be able to pit two of the more exotic fighters against each other. Don't let that very minor niggle put you off, though - if you're after a wrestling game, stop ringing us up and get hold of this great cartridge now!

PAUL
GLANCEY

MEGADRIVE

GRAPHICS 87
SOUND 84
PLAYABILITY 84
VALUE 84

OVERALL



**THEY DESTROYED EVERYTHING HE HAD
ALL THAT HE LOVED
EVERYTHING THAT HE WAS**

**NOW CRIME HAS A NEW ENEMY
AND JUSTICE HAS A BRAND NEW FACE**



FROM



TM & © 1990 UNIVERSAL
CITY STUDIOS, INC.
ALL RIGHTS RESERVED.
LICENSED BY MERCHANDISING
CORPORATION OF AMERICA, INC.

OCEAN SOFTWARE LIMITED 6 CENTRAL STREET MANCHESTER M2 5NS TEL: 061 832 6633 FAX: 061 834 0650

REVIEW

SUPER FAMICOM £40.00

BY IMAGINEER

Sim City offers would-be megalomaniacs the opportunity to create and control their own city; to watch it grow from the humblest beginnings to a sprawling metropolis. The game gives you all the tools for the job, including a fat pile of cash and some very eager builders.

Make your city look attractive enough and people ("the Sims") will willingly move into your settlement. But the Sims are a pretty picky lot, and if your taxes are too high, or if there's too much pollution, or if there's nowhere to work, then you can expect them to depart in their hundreds - and getting them back isn't easy. In short, your job is to provide plenty of opportunity for both work and play to the little Sims, so they'll want to live in your city.

Do you have the ability to create an awe-inspiring metropolis, or is a dinky little hamlet more your style?

CONSTRUCTION TIME AGAIN

There are three main building types in Sim City. Residential areas are the places your Sims are going to live in, whilst your industrial areas are the manufacturing centres where a lot of the Sims are going to work. Commercial areas are the places where shops, offices and small businesses are located. Connecting these different areas is obviously very important. Sim City offers two methods of creating a transport network. A good road network would attract the car-owning Sims to your town, but could promote some pretty heavy pollution. Similarly, a badly planned rail network could result in serious traffic jams. The alternative is to create a rail network which cuts down on pollution and carries more Sims off to work.

Sim City was never a game that amazed due to its visual or sonic properties. It's just that the idea of creating and maintaining your own city is incredibly compelling, and watching it grow before your very eyes provides some serious entertainment. The graphics

(though not spectacular) serve the purpose, and there's a plenty of little delights like watching all your boats, planes and helicopters going about their business. This Super Famicom version has been crammed full of new ideas, like the bizarre professor that informs you of your progress (if he's being chased around by a bloodthirsty criminal, then you know there's something wrong with your police department!). Also, the inclusion of the four seasons varies the graphic style immensely. Imagineer (the game's programmers) are to be congratulated on a game that improves on the original classic concept.

RICHARD
LEADBETTER

040

THE BIG QUESTION MARK

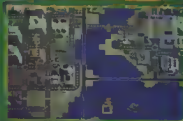
As you'll notice, in the bottom right hand corner of the icon strip, there's a question mark. Occasionally this will flash. Click on it and some special buildings will appear. These could be "your house", a bank (handy for loans when the money gets tight), the library, a casino, a fun park and even an astrodome-type sports stadium! The ultimate ego-boost must be the monument built in your honour!

THE FOUR SEASONS

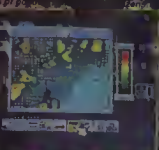
As the months roll by, you'll probably notice that the colour scheme tends to alter somewhat. This is because the Super Famicom version has faithfully captured the passing of time (and the four seasons) in the game. Sims tend to move away from your city in the winter, but return in their droves during the spring and summer!

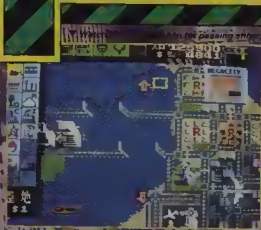


▲ This "special view" is a vision.



▲ On the coast, the water parks.





TAXES AND POPULARITY

Though you're given a large wad of money to play with, the only way to keep your services (public works, police and fire departments) going, and keep building is through levying a tax on your poor Sims. Watch out though, because if your taxes are too high, you'll fall out of favour with your Sims and they'll leave your city deserted.

PORTS AND PLANES

Shimmer or later, your industrial products will have to be unleashed onto an unsuspecting world. For the purposes of importing and exporting both goods and people, seaports and airports can be created. Watch out for those ship-related tragedies and plane crashes, though.



UPDATE

Sim City is available on the ST, Amiga, PC and C64. Although they haven't got all the features of this version, they still offer an excellent gaming experience. The 16-bit versions are also available in an Inlogames package, where this classic title is coupled with the brilliant Populous! Not bad, eh? Nintendo owners should also watch out for their own version of this game. From what we've seen, it's looking good!



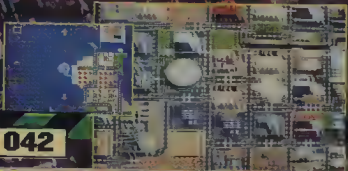
When I first sat down to start playing this, I was a bit concerned that all the Japanese text would make it difficult to play. Luckily, there isn't much of a problem because most of the icons and graphic screens are self-explanatory and it only takes a bit of ex-

perimentation to reveal the purpose of the others. The only possible confusion could arise from the budget and tax screens, but anyone who's played the game on other formats will be able to work them out, and this review should help anyone who hasn't. It turns out that this is the best version of the lot, mainly because of the extra presentation, the music, the sound effects and the additional challenge of working your way towards constructing the special bonus buildings. Unless brain games are a complete turn-off for you, Sim City is a game that is definitely worth buying.

**PAUL
GLANCEY**

FIRE AND THEFT

Crime and fires cause something of a problem to your city creating antics. Thankfully, you can add in fire and police stations to cope these problems. If your city's large enough, divisional headquarters are also set up to deal with the smaller precincts.



FAMICOM	
GRAPHICS	79
SOUNDS	80
PLAYABILITY	94
LASTABILITY	95
OVERALL	93

F-15 STRIKE EAGLE

Available only by mail order. Includes
manual and more for your money.



MICRO PROSE

REVIEW

**AMIGA
ST
BY DOMARK**

**£24.99
£24.99**

HYDRA

Forget about Parcel Farce and Red Snow: look no more. When it comes to life and death you'd better trust your back to Hydra, the twin-cannon courier who guarantees to deliver... or die in the attempt.

It's the 21st Century and terrorists headed by the evil Shadow rule the sea and sky. They'll stop at nothing to get their mucky mitts on Top Secret goodies like mutant virus strains, the crown jewels and doomsday devices from around the globe.

In Domark's conversion of the little-known Tengen coin-op you control the Hydrecraft, a swift and nifty sea vessel capable of hendi short flights. Your job is to run the gauntlet and arrive with the goods in one piece, picking up extra firepower and shields along the way. Ever had that sinking feeling? You will if you can't deliver.



▲ A cool customer meets up with Hydra
▼ Mid-tunnel action and adventure.



SHOPPING FOR WEAPONS

ZIGGY'S WEAPON SHOPPE is your friend's inner store of destruction, with a variety of extra weapons available to any killer courier with cash to spend.

HOMING MISSILES These nifty little missiles are a real target and lock on for the kill.

ANTI-GRAV Similar to boost, this true device heats gravity and gives you the power of flight.

SHIELDS Give your Hydrecraft the ability to pass through objects unscathed.

FLAMETHROWERS A serious piece of kit, your handy when it comes to scorching the side of the enemy.

UZI Rapid cannon fire for shredding with this extra punch.

BOMBS These nifty little babies land in the middle of the water, falling at enemy nests with a blast radius.

NUKE Whoops, apocalypse. These handy gizmos blow everything on the screen to smithereens... except you, of course.



HYDRA

► REVIEW



Funnily enough, fact fans, Hydra is supposed to be the unofficial follow-up to Roadblasters. The gameplay is much the same. Simply burn up the road (in this case it's pulsating in different shades of blue, desperately trying to convince you that it's water) blowing other vehicles up.

This type of game can be quite exciting if it's fast and smooth enough—arcade Roadblasters is brilliant. Unfortunately, this lacking conversion simply doesn't deliver. The graphics look like grainy replicas of the arcade original and seem quite pleasing in static screenshots but slow, jerky 3D scrolling completely ruins the effect. The sound isn't bad, but Matt Furniss' tunes are pretty uninspiring and the sound effects stunningly mediocre. If you're a fan of the coin-op check it out, but in my view buying this is equivalent to flushing 25 notes straight down the loo.

**RICHARD
LEADBETTER**



▲ Messing about on the river.

WELCOME TO THE HYDRADOME

Make it through the first three levels with life, ship and sanity intact and you enter the Hydradome, where extra funds are up for grabs by completing the course. Use the money you make to buy all sorts of goodies, ranging from flamethrowers to nuclear bombs.

You're going to need them, too. The action takes Hydra all over the show, from Colorado to Cuba and China to, um, Timbuktu. With the game's 31 levels split into nine missions, there's certainly plenty to do!



UPDATE

Expect to see Hydra available for the C64, Spectrum and Amstrad very soon at 10.99 a shot. Whether you actually want to buy them is up to you...

CARRYING THE CAN

Courier delivery has come a long way since the little broke on his moped fought his way down the high street, a stupidly shaped package perched perilously on the pillion. In Hydra a world they use swish speedboats so powerful they actually take off when you put the pedal to the metal! But two things don't change, despite all this technology. The couriers still look harassed and they still have 178 excuses handy when your vital package is found three days late under a tramp along the Old Kent Road.

AMIGA

GRAPHICS	43
SOUNDS	68
PLAYABILITY	38
LASTABILITY	34

OVERALL 43

ST

GRAPHICS	43
SOUNDS	60
PLAYABILITY	38
LASTABILITY	34

OVERALL 41

WIN A SEGA MEGA DRIVE!



THE SENSATIONAL
SEGA MEGA DRIVE
HAS GOT TO BE THE
COOLEST CONSOLE
IN THE WORLD,
AND YOU COULD WIN
1 OF 3 WE'VE GOT UP
FOR GRABS BY
SIMPLY CALLING...

**0898
299253**

WIN A HONDA MT50 MOPED!

YOU COULD LEARN TO RIDE IN
STYLE WITH THIS HONDA MOPED!
DESIGNED LIKE A MOTOCROSS
BIKE WITH A 50CC ENGINE, THIS
£1300 MACHINE COULD BE
YOURS IF YOU CALL...

**0898
299254**



WIN A SANYO CD HIFI!

EVERY BEDROOM DESERVES
TO HAVE A HI-FI SYSTEM LIKE
THIS SANYO! COMPLETE WITH
CD PLAYER AND TWIN TAPE
DECK, WHAT COULD SOUND
BETTER? THE WINNER COULD
BE YOU IF YOU CALL...

0898 299255



WIN A SPACE AGE TV!

NO YOU'RE NOT LOOKING AT
THE TV OF THE FUTURE - THIS
PHILIPS DISCOVERER IS HERE
NOW, AND WE'RE GIVING TWO
OF THE LITTLE BEAUTIES AWAY!
AS YOU CAN SEE THE TELLY IS
SHAPED LIKE A SPACE HELMET
COMPLETE WITH VISOR, AND
EVEN THE REMOTE CONTROL
LOOKS LIKE ITS STEPPED OUT
OF AN EPISODE OF STAR TREK!
SO IF YOU FANCY OWNING ONE
(AND WHO WOULDN'T!) THEN...



CALL 0898 299256

WIN THIS AMAZING AMIGA 500

PLUS A
COLOUR
PRINTER!

PLUS A
COLOUR
MONITOR!



AND
11 FREE GAMES!

CALL 0898 299233

WIN THE
TOP FIVE
AMIGA
SOCCER
GAMES!



YOU COULD WIN
FINAL WHISTLE
SOCCER MANAGER,
KICK OFF 2, GAZZA,
AND WORLD CHAMPIONSHIP SOCCER
FOR YOUR AMIGA IF
YOU CALL NOW

0898
299234

WIN THE TOP 10 AMIGA GAMES!

THE TOP TEN AMIGA GAMES OF TODAY, COULD BE YOURS
TOMORROW IF YOU'RE THE WINNER OF OUR COMPETITION!
THE GAMES YOU COULD WIN ARE SPEEDBALL 2, LEMMINGS,
TURRICAN 2, GODS, KICK OFF 2, VIZ, MIG 29, LITTLE PUFF,
SWIV AND FANTASY WORLD
OF DIZZY! AND WHAT MORE
COULD YOU POSSIBLY NEED!



CALL 0898 299235

Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. Average length of the call is 5.5 minutes.
For winners list send SAE to: Populuxe, PO Box 2065, London, W12 9JH. Please ask your parents permission before you call.

REVIEW

AMIGA
BY GREMLIN

£25.99



▲ The 'eye' graphics, or what?

▲ The stairway to doom.

▲ One-on-one combat.

The dawn of darkness draws near. That foul wizard Morcar, Lord of Cheoa, and his dreadful legions threaten to overrun the land. Can a greater evil befall us? No! on your nelly! Morcar is one seriously bad lad, and only the very best can hope to vanquish him as he plots deep in his underground lair.

Thankfully, help is at hand with a quartet of heroes ready and willing to do battle with anything the Master of Disaster can throw at them. Rogar the Barbarian, Durgin the Dwarf, Ladril the Elf and Telor the Wizard hold the hopes of humanity as they do battle with Morcar's minions in a host of Quests which promise to test their courage and resources to the limit.

This is the long-awaited computer version of the Hasbro Bradley role playing game. Players take on the computer, which takes the part of Morcar and controls the dastardly hordes. Guided by the Mantor, whose wisdom is profound, up to four people can play. Or, if you're all on your lonesome, one person can take the roles of all four characters. The rewards for success are much more than money. Failure? The less said about that the better!

OUR HEROES

ROGAR A beefcake a warrior prince whose brawn is quite a lot larger than his brain. Good at killing monsters, his conversation leaves a lot to be desired - but who's going to argue with him?

Skeletons a spell trouble. ▶

UPDATE

Hero Quest should be doing its thing on a computer near you very soon now, on ST and PC (£25.99), C64 and Amstrad (£10.99). Keep 'em peeled!



WHEN YOU'RE ON A ROLE...

Role playing games have been around for yonks now - and they're growing in popularity all the time. The original Hero Quest board game from Games Workshop won rapturous applause, sold absolutely squillions and remains one of the most popular on the shelf. This is the sort of game which cries out for a computer conversion - after all, you can't always have all your friends round to play. That said, it's always the human interaction which really counts and that's not really possible here.

DURGIN A fearless little dwarf from the World's Edge Mountains - well, he'd have to be. Not too hot at looking over things or setting long jump records - he's very good when it comes to getting rid of kneecaps.

TELOR A rather whizz wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the fishes? A bit of alright.



Can you make it a door in one piece?



LADRIL A fighter all from distant Athelorn who, whilst looking rather natty, can hold his end up with the best of 'em in any fight to the death. Um, that's about it really. Boring but dependable.



I've been looking forward to this one, and Hero Quest has been well worth the wait. Gramlin have certainly delivered the goods here, providing an excellent RPG computer game to rank alongside the best of them. Unlike most games of this ilk, Hero is a breeze to pick up

and play - drawing you deep into its realm with some well designed gameplay and obvious devotion to the original board game. The Cadaver-ish graphics set the scene very well and the control system is simplicity itself. A big plus for me is the music - it's very apt and very atmospheric, providing the final touch to a very classy piece of software. With standstills planned for the future, here is a game to take you into the was small hours for some time to come. Baga I like this home!

**TIM
BOONE**



OUR HEROES

ROGAR A beset warrior prince whose brawn is quite a lot larger than his brain. Good at killing monsters, his conversation leaves a lot to be desired - but who's going to argue with him?

DURGIN A fearless little dwarf from the World's Edge Mountains - well, he'd have to be. Not too hot at looking over things or setting long-jump records, he's very good when it comes to getting rid of kneecaps.

LADRIL A fighter elf from distant Athalam who, whilst looking rather natty, can hold his end up with the best of 'em in any fight. He's a bit of a snob, but he's a good one to rely on.

TELOR A rather whizz wizard with a nice line in spells that go snap, crackle and boom! This old boy knows a fair bit about magic, so who cares if he's not too hot with the fisties? A bit of a right.

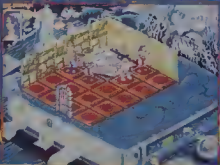


I've played quite a few of this new breed of adventure game lately and Hero Quest is definitely one of the easiest to get into, and consequently, one of the most enjoyable. The icon controls are very simple to use, the graphics are attractive and there's even a pleasant soundtrack going in the background. The puzzles (if you could call them that, after all the quests are just a matter of finding an object or a person and then taking them to the exit) are quite simple, but the quests are sufficiently varied to sustain interest. The only possible fly in the ointment is the fact that the game is at its best with two or preferably four players participating, because then the game becomes a race to find the treasures before the others. Although it's still very playable solo, the game just doesn't have quite the same challenge so it wouldn't take too long to finish the 14 quests. Well worth buying, but make sure you've got a friend handy if you want to get the most out of Hero Quest.

PAUL GLANCEY



050



AMIGA

GRAPHICS	88
SOUNDS	81
PLAYABILITY	88
LASTABILITY	80

OVERALL 87

REVIEW▶▶

MEGADRIVE

BY ELECTRONIC ARTS

Blockout is a puzzle game with a difference - and probably the most fun you'll have with building blocks outside a play pen. Take Tetris, turn it on its side, add a new dimension and you have the mechanics of Blockout. The aim of the game is to fit together blocks so that they form complete layers in a pit. When all the holes are plugged, that layer disappears and the bricks above drop down one space.

Staying alive for long doesn't come easy, though, as misplaced pieces force your blocks further up the screen and push you closer to doom. The pieces just keep coming, so rest assured you won't beat the machine. Play against a human and at least you have a chance...



▲ Two-player multicoloured mayhem!

BLOCKOUT

A CHIP OFF THE OLD BLOCK

Don't let anyone tell you different, puzzle pros: Blockout is Tetris with knobs on. Whereas Tetris shapes were restricted to every possible 2D combination of four squares, Blockout features any shape involving up to five cubes - and in three dimensions.

Tetris was actually programmed for the Megadrive, but for reasons best known to the Nintendo and Sega legal departments, it was never officially released in Japan, the USA, or Europe, although pirate copies do exist.

The word on the street is that Super Tetris, written by Alexei Pajitnov (the original's creator) for Spectrum Holobyte, is nearing completion. Quite what shape that will be taking is a closely guarded secret, so watch this space for news as and when!



I was pleased to hear EA were planning to tweak the Megadrive version of this top puzzler, and the result is a finely tuned game which works well. The Rainbow Arts original featured too many options, but this defect has now been ironed out. The two player game is

a little slow, but great fun nonetheless. Blockout is easy to play, hard to put down and damn near impossible to avoid going back to. It's therefore a wise investment for any Megadrive-owning puzzle freak starved of long-term challenge. Enjoy!

FLIP ME, WHAT A PUZZLE!

To get to grips with the Blockout control method, you'll need to think in three dimensions - because anything's possible in this game!

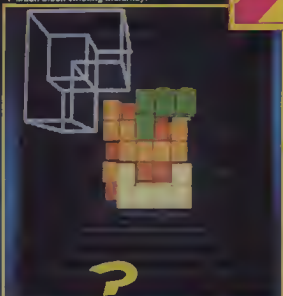
On the joystick, button A flips the shape vertically on its X-axis, B flips it horizontally along the Y plane and C flips it around. Confused? You won't be. Spinning the shapes to fit soon becomes second nature and you find yourself advancing further and further ahead.



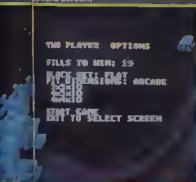
▼ A load of old blocks?



▼ Much block-twisting malarkey!



▼ The options screen.



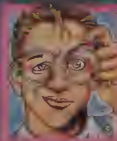
HEAD TO HEAD

In two player mode, Blockout really starts to show its stuff. The screen shows two pits, one for each player, and play is the same as usual, except your opponent's shapes are pushed further up the screen whenever you complete a layer in your own pit. If that method doesn't decide the winner, the first player to complete a quota of layers takes the game.

Either way, the match quickly degenerates into frantic finger stabbing and name-calling, all in the best possible tradition...

▼ Player two's having trouble!

▼ The title screen in all its glory!



with this version. Once I'd grown accustomed to the shape manipulation, I just couldn't stop playing, especially in two player mode. In fact since we received the cart, my eyes have become bagged and bleary from all

the late night playing. Megadrive owners need no longer regret the lack of Tetris on their machine, because Blockout provides sufficient puzzlesome fun for any brain-game fan.

**PAUL
GLANCEY**

MEGADRIVE	
GRAPHICS	80
SOUNDS	75
PLAYABILITY	90
LASTABILITY	88
OVERALL 86	

REVIEW

AMIGA

£29.99

BY ACTIVISION EUROPE



The Hunter roams the blasted landscapes of tomorrow - a one man army bent on the destruction of the evil Red Empire - as long as he's paid enough money! He's cool, he's mean, he's resourceful and intelligent. He also has the enviable talent of being able to drive any form of transport known to civilization - and this comes in handy during this game.

There are three different types of game available. The first is a simple list of missions that are carried out one after the other. These simply involve blowing up strategic enemy targets or people. Then there's the action scenario. Packed full of blasting and annihilation, it's a desperate attempt to wipe the empire off the face of the earth once and for all. Finally, there's the campaign option. This is a massive strategic epic, with at least 10 single missions counting towards the final outcome. At the end of each mission, you can save off your position and all your tools, equipment and money for use in the next game.



▲ The mouse is used to manipulate items.



UPDATE

An ST version of Hunter has been completed and plays exactly like the game seen here. Priced at £29.99 it's an essential purchase, and it should be out by August.

POCKETS OF FUN

Be sure to collect some useful items from the stores before you embark on your mission. A log book comes in handy for digitally noting down any useful discoveries. Various scanners are also available which help the Hunter keep track of the enemy (and himself). The most useful item turns out to be the map. This can be superimposed over the main playing area to help keep track of your progress.

DRIVING, FLYING, RIDING, SWIMMING

The Hunter is adept at using all forms of transport available to man - and since the enemy have numerous vehicles dotted around their territory, this skill comes in handy. The list of vehicles is endless and includes bicycles, cars, ambulances, scanner vans, trucks, or mounted cars, tanks, towing boats, speedboats and even windsurfers! The best mode of transport turns out to be the helicopter, but watch out for those surface land machines. Keep a lookout for the hovercraft as well. This baby can travel over both land and water.



▲ The Rocket Boat in all its glory!

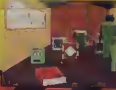
▲ Helicopter vs helicopter!

The start of the mission begins outside Allied HQ. The objective is simple: destroy the enemy base!

The nearest shed contains a lot of the necessary equipment. Maps, flares and scanners are all here.

A short drive takes the Hunter to the Allied Stores building. Most of your weapons are collected here.

The stores screen itself simply by clicking on "auto" a nice selection of weapons are instantly collected!



▶▶ REVIEW

The Hunter searches through a small dingy low.



A ROOM WITH A VIEW

All forms of buildings can be entered and searched, and it's quite likely that they're occupied by their owners. If they're honest civilians, you can pump them for information. Slightly more suspect folk might succumb to a bit of snidery, whilst enemy soldiers fire on sight. On the plus side, there's usually some kind of useful equipment to be found in buildings.



Hunter is one of the most strikingly terrific games I've ever had the pleasure to play. Combining Mercenary-style gameplay with the action of Virus and some of the strategy of Midwinter. The best bit of the game must be driving around the landscape using all the weird and wonderful modes of transport to be found in the game. The graphics are excellent (the animation as the Hunter pedals around the landscape on his push-bike is amazing) and the 3D is fast and smooth enough to be convincing. The sound is similarly excellent with a good military tune and amazing sound effects (all of the cars make different noises, and there's loads of volcanic noises and seaside effects where appropriate). Lestability is guaranteed too, with loads of missions and scenarios with an expansive map for each. Look out too for the special surprises, hidden weapons and vehicles! There are even lashings of brutality for the hard-of-thinking when you mercilessly run down enemy soldiers - and get money for it! Hunter offers everything for everyone and as such ranks as one of the best Amiga games money can buy.

**RICHARD
LEADBETTER**

It would take ages for the Hunter to reach the target by speedboat. A helicopter is a welcome discovery!



A few moments later and the Hunter is airborne! The Helicopter is quite difficult to control, but it sure shifts



Bombs at the ready - and just in time! There's enemy HQ - but your 'copter is under heavy attack.



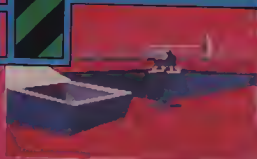
The helicopter is brought down, but enemy HQ is heavily damaged. A few rocket shells are all that's needed...



REVIEW

HUNTER

CUG
HIT

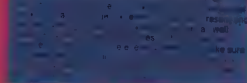


▲ The Hunter takes a quick dip.



▼ Safe behind Allied territory.

ENEMY ENTANGLEMENT



AERIAL OBSERVATION

Send up an aerial observation unit to scan the immediate vicinity for people, buildings and most importantly, vehicles - essential if you've just been shot down and need to get somewhere fast!

THE REAL-LIFE EXPERIENCE

Just like real-life, time passes in Hunter, so expect days to turn into nights and so on. Nocturnal activity comes in handy as the enemy tend to fall asleep and their SAM sites and tracer guns are useless. Other authentic touches include the presence of many forms of wildlife, including seagulls, rabbits and even bulls! Credits are taken away from the Hunter for any indiscriminate killing (and that includes running over rabbits in your tank!)

Let's hope there's not someone already inside!



My jaw dropped when I first saw this at the Computer Entertainment Show last year, and I was most dismayed when Activision took it with them as they slid down the pen. It's lucky that The Disc Company were there to save Activision and Hunter, and you Amiga owners should be eternally grateful because it's one of the most impressive arcade adventures you're ever likely to play. The 3D graphics are just superb and I love the little touches, such as the bulls, the bunnies and the vultures which circle overhead when your energy is running out. The variety in vehicles and scenery keeps the game interesting throughout, and the graphics really are great. This is a game I could see myself playing for hours (if anyone would let me) and all those missions guarantee you getting your money's worth. It's out in August, so make sure you've saved the requisite cash by then because no self-respecting Amiga owner can afford to be without Hunter.

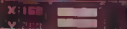
PAUL
GLANCEY

AMIGA

GRAPHICS	94
SOUNDS	92
PLAYABILITY	95
LASTABILITY	95

OVERALL 95

056



EASTERN CONSOLES

WE SELL
THE SUPER FAMICOM, MEGADRIVE
PC ENGINE & AMGIA
PLEASE CALL FOR PRICES

WE DO PART EXCHANGE ON ALL
SECOND HAND MACHINES AND
CARTRIDGES
PLEASE RING FOR DETAILS.

15 MOORGATE ROAD
KIPPAX, LEEDS
WEST YORKS. LS25 7EL
TEL: 0532 868059 0532 642388

39 RUSSELL CLOSE
HECKMOND, WKE
WEST YORKS. WF6 0EG
TEL: 0924 407919

WIN A GAMEBOY

10 GAMEBOYS TO BE WON
CALL OUR QUIZ ON

0898 805 509

Remember these calls cost 34p per minute, cheap rate and 45p per minute at all other times inc. VAT. Average call lasts 3 minutes. Please ask the person who pays the phone bill before calling.
BCM Box 9374 London WC1N 3XK

g3



IF AN
ADVERT IS WRONG,
WHO PUTS IT RIGHT?

We do. The Advertising Standards Authority ensures advertisements meet with the strict Code of Advertising Practice. So if you question an advertiser they have to answer to us.

To find out more about the ASA, please write to:
Advertising Standards Authority
Department X, Brook House
1, Wellington Place, London WC1E 7HN



This space is devoted to the interests of high standards in advertising.

WIN
CRAZY
COMPETITION
0898 32 33 20

Nintendo

NINTENDO
GAMEBOY

Charges 33p/Min Cheap 44p/Min All Other Times

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

THE BEST PRIZE LINES AROUND ARE HERE!!

SUPER FAMICOM LINE - RING 0898 - 555533

ring ring ring!!! these things cost an arm and a leg in the shops
so why not win one for the cost of a phone call (or two)

SEGA MEGADRIVE LINE - RING 0898 - 555536

bet you wish you had one of these fantastic consoles
so get dialling and you soon could have!!

GAMEBOY LINE - RING 0898 - 555571

get on the blower fast!! one gameboy along with wideboy
lightboy and a couple of awesome games is the prize here

SOFTWARE STONKER - RING 0898 - 555579

win a huge amount of software, anything you want
with £150 worth up for grabs you can get loads

ALL YOU HAVE TO DO IS ANSWER 4 (not 5 like some comps) QUESTIONS
AND YOU CAN ENTER EACH ONE SQUILLIONS OF TIMES

all calls last approx. 4 mins. one prize per competition
calls are charged at 34p per min. cheap rate and 45p per min. all other times
if you are under 18 please get permission to use the telephone

PLAY TO WIN, 159 STRATHMORE AVENUE, LUTON, LU1 3QR

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

WIN! WIN! WIN! WIN! WIN! WIN! WIN!

REVIEW

AMIGA

£20.99

BY CORE DESIGN

Another day at work for Private Bill and Sergeant Scooter means another day in the jungle pulling bullet holes in enemy soldiers, enemy tanks, enemy trains, enemy buildings, and possibly a few enemy trees and enemy bushes as well, because you can't be too careful. These guys are such good soldiers that, even when they're on their summer holidays, they keep hand grenades safely pinned to their tee-shirts, just in case.

Today, though, they're hard at it, off to wipe out all of the enemy's ground forces which are hidden throughout the vast vertically scrolling jungle lying before them. Initially armed only with the chine guns, the lads (or led if your fighting in one-player mode) have to yomp up the screen, blasting bits out of anything they come across.

Best not get carried away, though, because friendly prisoners have been tied to stakes and left to die in the heat. If you can rescue them (rather than blow them full of holes) it'll make their day and they may even award you some bonus points.

MORE RUMBLES IN THE JUNGLE

War Zone is by no means the first commando shoot 'em up to appear on computer. Capcom released the original Commando coin-op, which Elite promptly converted to the computers with some success. Following that SNK's Ikari Warriors was the arcade game which started the two-player ball rolling, and that was given the conversion treatment, again by Elite, in 1989. These successes inspired numerous companies to yomp onto

the bandwagon, and in the following months Microdeal released Leatherneck (which was actually a four-player game if you had the appropriate joystick adaptor), and Ocean brought us Rambo (actually a film licensee) and Victory Road (a very poor conversion of SNK's Ikari sequel). Further Commando-style action is found in Ocean's Guerilla War (another hideous Ikari spin-off) and Steve Bak's pseudo-sequel to Leatherneck, the okay Dogs of War. Most recently, US Gold have put together a two-player conversion of Capcom's three-player commando coin-op, Mercs, which was reviewed last issue and earned 90% on Amiga.



Although War Zone has the two things that usually make for a great shoot 'em up, namely big weapons and loud noises, it is a bit lacking in originality. That mean aside, what I admire about the game are its excellent graphics (which I think are rather more colourful and attractive than those in Mercs), the great sound and the good variety in weapons. The other good thing about War Zone is that it's certainly no pushover. If you're playing on your own you'll have trouble just beating level one. An extra player makes all the difference, because you and up covering each other's back, which adds a surprising touch of realism to the proceedings. War Zone is pretty similar to Mercs (though not quite as good in the gameplay stakes), but it is a fairer cheaper, so in the VFM stakes, it comes up trumps.

PAUL
GLANCEY

058

UPDATE

ST owners should watch the shelves for their own version of War Zone which should be available as you read this.



WAR ZONE



BRINGING ON THE BIG GUNS

Our two War Zone grunts start the game each armed with a weedy machine gun, but, as befits a game of mass destruction, there are five types of master armament stored in the weapons cases which are hidden around the landscape. Collect P icons and these can be powered up three times

ROCKET LAUNCHER

A long range, heavy-duty weapon which explodes on contact with a target. Definitely one to grab before your mefe gets to it

GRENADE LAUNCHER

Powerful (especially when powered-up into a multi-directional weapon), but you have to gal the range right, or you'll be lobbing grenades over the enemies' heads!

FLAME THROWER

Short-range, but quite deadly. Power-ups increase the flame thrower's range dramatically

SMART MISSILES

Once launched, these home in on the nearest enemy then blow him or it to smithereens! Certain to make any perly go with a bang

THREE-WAY SHOTGUN

Unsurprisingly, this is a shotgun which fires in three directions. Powerful, but has a slow rate of fire, which only increases with multiple power-ups



I must admit that I thoroughly enjoyed my explosive trip into the War Zone. As per usual for a Core Design game, the graphics are simply superb. The sprites are all well-defined and possess some nice animation, whilst the backdrops for each level are varied and visually inter-

esting. I also like the pseudo-3D effect of the landscapes and how it affects the gameplay. For example, you can't shoot through solid walls, but there's nothing stopping lobbing a grenade over them, thus neatly disposing of the evil nasties lolling behind it! All this napalm-raised excitement is accompanied by some excellent sound effects. The rocket launcher in particular has a brilliant noise! The gameplay itself is really tough and getting past each level is incredibly taxing. I had problems getting off level one. Any road up, War Zone is a great Commando-style blast that is good in one-player mode, but even better if you can force a chum into taking part.

**RICHARD
LEADBETTER**



AMIGA	
GRAPHICS	88
SOUNDS	83
PLAYABILITY	85
LASTABILITY	85
OVERALL	86

**RICHARD
LEADBETTER**



Solstice

...des for the Staff of Demnos

▶▶ REVIEW

Greater
mastery
bounced

MAGICAL MYSTERY POTIONS

As Shadox travels around the darkened landscape, he comes across various potions that produce some very strange effects. Some of them simply protect Shadox from the marauding minions (and make him glow a very strange colour into the bargain) whilst others act as smart bombs that annihilate everything evil on the screen. There are four different types of potion in all, but the significance of each is not fully realised until later into the game.

Watch out - those panels can hurt!

It's a long jump -
can Shadox
make it?

UPDATE

Solstice isn't likely to appear on any other system whatsoever. Oh well.

A...enron a...fly...reality...ive

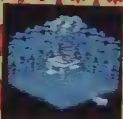
A POTTED ISOMETRIC HISTORY

The game that started off the whole isometric 3D game was Ultimate Play The Game's Knight Lore - a visually stunning game that simply amazed the Speccy-owning public back in 1983. Ultimate followed it up with Alien 8 (a tacky version of Knight Lore) and then even got the system to start scrolling with a game like Night Shade and Gun Fight. Their last 3D game was Bubble, which was rather average by Ultimate standards. At that time, other companies had jumped on the 3D bandwagon, the most successful being Ocean with their Batman and the Masked Avenger, and the most successful being Ocean with their Batman and the Masked Avenger. Finally enough, both of these programming



Feeling blue?

How do you get the...



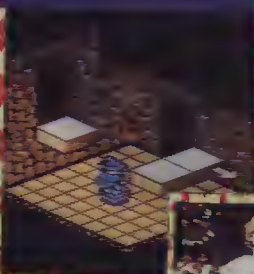
Here's an place like
anigma (uh-huh)...

This little one daings



SOFTWARE CREATIONS

Solstice is the first Nintendo outing for Software Creations, whose previous credits include Firebird's amazingly close conversion of Bubble Bobble, the similarly groovy Bionic Commando (the C64 version had some of the greatest music ever!) and US Gold's Ghouls and Ghosts (pretty good conversion with excellent music - again). Their latest computer epic is US Gold's Gauntlet 3D - expect a review of that in the very next edition of CVG!



Decisions, decisions...

This fair princess here's it!



Software Creations have always been a top name in British programming, and it's great to see our brave Tommies producing a game which will impress the rest of the Nintendo-owning world. And impress them it should, because Solstice is one of the best arcade adventures on the Nintendo, sporting really lovely graphics and some of the best music I've ever heard on an NES. The attraction isn't only skin-deep either, because this is a BIG game with an awful lot of secrets to discover. If you've ever played any of the similar games on the Spectrum or whatever you do have an instant advantage because a lot of the puzzles and ideas will be familiar (in fact some of them are VERY familiar, looking like they've been taken straight out of the Ultimate oldie, Knight Lore). This is a great game, and anyone with a bent for puzzle-solving would be a fool not to give Solstice a go.

**PAUL
GLANCEY**



Adax! help

NINTENDO

GRAPHICS	92
SOUNDS	94
PLAYABILITY	92
LASTABILITY	94

OVERALL 93



GET DIALLING!!!



WIN A MEGADRIVE
0898 662 553

WIN AN AMIGA
0898 662 555

TWO GAMES INCLUDED **FREE** WITH EACH MACHINE WON!

One First Prize in each competition. Winners chosen at random from correct entries received. If you're under 18, make sure you have the permission of whoever pays the phone bill before you dial. Calls charged at 34p per min. cheap rate, 45p per min. all other times. No call is longer than 4 minutes.

ENSMORE LTD. P. O. BOX 1183, BOURNEMOUTH, BH8 9YS



C.E.S.

Dept (C&VG)
153 Whitehart Lane
Barnes
London
SW13 0PJ

TEL: 081 - 876 5501
FAX: 081 - 876 5501
(9am - 6pm Mon-Sat)

CONSOLES

CONSOLES

CONSOLES

CONSOLES	CONSOLES
SEGA MEGADRIVE + GAME	£135.00 (+£5 P&P)
MEGADRIVE + D.J. BOY + GHOSTBUSTERS +	
SHADOW DANCER OR ESWAT	£159.99 (+£6 P&P)
SEGA GAME GEAR + GAME	£125.00 (+£6 P&P)
NINTENDO SUPER FAMICOM (SCART) + 2 GAMES	£360.00 (+£6 P&P)
NINTENDO SUPER FAMICOM (PAL) + 2 GAMES.	£320.00 (+£6 P&P)
PC ENGINE HAND HELD + GAME	£240.00
GAMEBOY SYSTEM (DELUXE)	£69.99

CONSOLES

CONSOLES

CONSOLES

GAMES		GAMES		GAMES		GAMES		CONSOLES	
MEGADRIIVE		FAMICOM		GAME GEAR		GAME BOY			
Batman	35.00	Ultraman	47.00	Shinobi	28.00				
Battle Squadron	35.00	Darius Twin	48.00	Golf	28.00			R-Type	25.99
Brimm	35.00	3D Golf	48.00	Headbusters	25.00			WWF Superstars	25.99
Bonzanza Bros	35.00	Pilot Wing	45.00	Wonderboy III	25.00			Burai Fighter	24.99
Flicky	35.00	Actraizer	45.00	Super Monaco GP	25.00			Battle Bull	22.99
James Pond	34.00	Final Fight	45.00	Shanghai	20.00			Operation C	24.99
Sonic the Hedgehog	Call	F Zero	40.00	Mickey Mouse	25.00			Dragons Lair	22.99
Wing of War (Gynoid)	36.00	Mario World	40.00					Bubble Bobble	24.99
Midnight Resistance	36.00	Professional Baseball	49.00					Solomons Club	24.99
Valis III	35.00	R-Type	Call					F1 Race	25.99
PGA Tour Golf	39.00	Bombuzal	25.00					Final Fantasy Legend	29.99
World of Vermilion	45.00							Spider-Man	12.99
Lakers Vs Celtics	39.00							Tasmanian Story	12.99
Zero Wings	36.00							Rubble Gun	12.99

**WHOLESALE EXPORT
WELCOME**

Please make Cheques/PO's to: C.E.S.
Please add £1 P&P for games, £2 for Accessories

**RING FOR OTHER
TITLES**

063

CHEAT MODE

Welcome to yet another Cheat Mode, the section that means you get the latest, greatest cheats for all formats whilst I get the lovely job of opening all your letters and absorbing all your words of wisdom. Mind you, I'd have had far less mail to sort through if you hadn't sent in all those Lemmings codes. Forty-three (count 'em) letters of codes this month, so apply your tip-dodging talents elsewhere. A hundred smackers in cold cash goes to Simon Bright of Spalding for his toppling SWIV guide. No-one sent in any decent maps, so the maps prize remains unclaimed. If you've got any maps or (new) tips then send 'em in to me at CHEAT MODE, C/O. PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

ALL FORMATS

CORPORATION

Alex Crook from Saffron Walden in Essex (which is just a few miles from where I live, funny enough), sent in this ten point plan for conquering this Core Design game.

1. Go slowly around corners, to avoid triggering alarms
2. Shoot cameras at a distance.
3. Don't wait until the last moment to recharge your power packs. Something might attack you.
4. Use the jetpack, viator, and backpack sparingly. They use power fast.
5. Most elevators and doors use key pads, so get the lock-pick at the beginning of the game.
6. Shoot spiders off the ceiling and make sure they are dead, or they'll attack!
7. Don't use a grenade in an enclosed area. It's a bit of a stupid thing to do, isn't it?

8. Only use a bomb when you're thrown in prison.
9. Examine holograms carefully.
10. Always run away from the green dude (Alex's description, not mine), or else keep firing and pray!

SPECTRUM

SHINOBI

Rodney Wilson from Luton saw fit to send in this little cheat. Just redefine the keys as GRUTS and a message should come up saying "HELLO CHEEKY". Redefine the keys as you want them and you'll have infinite lives. "Just like that," added Rodney for good measure in his letter.



2

ROLLING THUNDER

A pretty poo-ey game as far I'm concerned, but if for some strange reason, you want to cheat on it, then type in JIMBO on the main menu. In the game use I and O to go up and down through the levels. Simon Froggatt sent in that tip, and he hails from merry Todwick in Sheffield.



C64

STRIDER

If playing through this tepid conversion is a bit too much of an effort, try this little tip from Rob Arnold of Nuneaton. On the title screen press RUN STOP, RETURN, and DELETE. The border will now turn grey. Press fire to start the game and hit F7 and move your stick up and right. You'll now be teleported to level three.

GHOULS AND GHOSTS

On the highscore table, type in WIGAN RLFC, and when you lose your armour you can press A to get it back. But that's not all. Pressing S enables you to skip a whole level. Not bad, eh? Thanks to Finton Parkinson from Bromley in Kent.

AMSTRAD



MIDNIGHT RESISTANCE

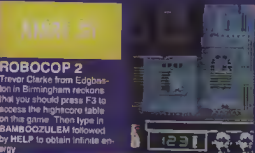
According to Steven Dale from Aberdeen, holding down R, G, and N on the title screen causes the message CHEAT ON to appear. Start the game and you're graced with infinite lives!

HONG KONG PHOOEY

Who sent in this tip to start the game with infinite energy? Is it Sarge? Is it Rosemary, the telephone operator? Is it Steven Dale, mid-mannered tipster from Aberdeen? Could be! Any way, enough of this reminiscence. Apparently, according to Steve, if you hold down T, N, U, and I, on the options table, infinite energy is yours!

ENDURO RACER

A nice little road racer, and thanks to Steve Dale (again) you can now be invulnerable to all roadside obstacles, meaning you can go flat out for the whole race! First of all, reduce your speed to 0 MPH (which shouldn't be too hard) and hold down 0, 1, 4, 5, and the left arrow key.



ROBOCOP 2

Trevor Clarke from Birmingham reckons that you should press F3 to access the highscore table on this game. Then type in BAMB00ZULEM followed by HELP to obtain infinite energy.

XENON

Not a bad little budget blast 'em up, currently enjoying a revival via the Mastertronic budget label. So, if want to cheat on it, listen up. First of all, pause the game. Now hold down T I N Y and a message will appear, telling that your craft is indeed invulnerable. This tip appears courtesy of Steven Dale (again).

MIDNIGHT RESISTANCE

Trevor Clarke reckons that you should type SAMANTHA LYON on the title screen of this flick screenblast in order to gain infinite lives. Why not try it out? But what Trev didn't mention, is that by pressing each function key you can select which weaponry you'd like your commando to possess. Jonathan Rivers added that vital piece of information.

NARC

Warren Lee from Sevenoaks in Kent sent in this tip for the ST version of NARC. Simply go up to the dustbins (any set should do) and crouch down behind them. Continuously fire at them for a minute or two and then walk into them for infinite lives.

AMIGA



HORROR ZOMBIES FROM THE CRYPT

As Rud B Sorensen from Denmark says, "Here are the codes for the crap game called Horror Zombies From The Crypt." Well, I didn't think it was that bad, but here's the codes any way.

- LEVEL 2: WOLFMAN
- LEVEL 3: HAMMER
- LEVEL 4: LUGOSI
- LEVEL 5: NOSFERATU
- LEVEL 6: GARLIC

TEENAGE MUTANT HERO TURTLES

Apparently, the cheat for this monotonous game is exactly the same as the ST one. So, for the benefit of those who missed it the first time, here it is again. Just type BASS when you're asked for the code (from the sheet). Follow this up with 1508 at the next prompt. Finally, enter the correct code. When you start the game, pressing the NLP key will obtain infinite energy for the turtle of your choice. Chetan Jayadev sent that in.

SUPERCARS 2

Ajed Mian from Southrop decided to send in the cheat for this newly released (reviewed last ish) Gemin mege hit. Simply change player one's name to Wonderland and change player two's to The Seor. Enter these codes exactly as you see them here. Now start the game in either one or two player mode and you should win all the races without even trying!

TOYOTA RALLY

I really enjoyed playing this Gemin car game when I reviewed it at Christmas, but I could have done with this cheat, as supplied by Ross Coleman from Higham Ferrers in Northants. By holding down SHIFT and C at the same time, you can skip levels and keep the timer locked at 0.00.01.

ESWAT

Here's a tip that loads of people sent in (I haven't got space to fit in all the names and I'm a bit too lazy any way). In order to get infinite lives on this cop caper, type in JUSTIFIED ANCIENTS OF MU MU (which, incidentally, is what the KLF used to be called before they changed their name to the KLF) during the game. Now you should have on plenty of lives to squander.



Simon Leigh from Paing sent in this cosmic SWIV player's guide, full of juicy hints 'n' tips for this brilliant multi-format shoot 'em up. So without further ado, let's get on with it, eh?

SWIV P

CHOOSING VEHICLES

If you want to complete SWIV, there are two main game types

- In one-player mode, choose the hell, as it's easier to destroy the bosses and dodge bullets
- In two-player mode, one player should get reasonably far on a credit, but when he/she bites the dust, the other player should take over with the other vehicle whilst the first player sits out. Get the idea?

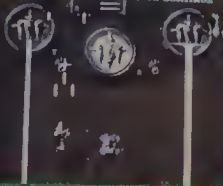
CUNNING TACTICS



GOOSECOPTERS

This helicopter's easy to destroy if you attack it at its treacles whilst its forming. Or, if you're endowed with a shield, fly straight at its heart, firing for all you're worth.

BARK PAPERED - PRICES P TO CONTINUE



FIRST INSTALLATION

With the Star Weapon, this momma's easy to sit down. One side keep bleeding!



SECOND INSTALLATION

the extra spread weapons, take out the two guns first, then concentrate on the middle laser dome, before mopping

PLAYER'S GUIDE

COLLECTING POWER-UPS

When you destroy the first Goosecopter, collect three or two (you were slow) extra spread tokens, and perhaps a shield. At the second Goosecopter, collect extra spread and rapid tokens and perhaps a shield.

Blast the third Goosecopter into smithereens but instead of collecting the tokens, keep shooting them. This should make a token appear, which endows your SWIV fighter with a super drill star weapon, which fires in eight directions! Beware, though, this baby only appears once and vanishes after you've been hit five times.

After that, revert to the tactics used to dispose of the first two Goosecopters. Another thing to remember is that shooting the shield turns it into a smart bomb which annihilates everything on-screen. Yay!



GENERAL TIPS

- Try to memorize the baddies' appearing points and the whereabouts of the shield icons. It'll come in handy.
- Be very wary of bullets, but don't always take evasive action as the baddies are mostly clumsy shots.
- When you die, put your four second shield to good use.
- Blast the tokens repeatedly to claim the Star Weapon.
- In two-player mode, take it in turns to collect all the power-ups.
- It's best to blast silkworm homing missiles rather than trying to avoid them.
- Never fly/jump directly over pyramids and volcanoes.
- Keep flying!



THIRD INSTALLATION

Just before this baddie appears, there's a Goosecopter. Collect one shield from its remains and keep blasting the other token. Then sit in the middle of the moving gun. When that shield runs out, collect the other shield and repeat the process. If you die still sit in the middle and keep blasting as you have a four second timed shield.



FOURTH INSTALLATION

This nasty spiky silkworms at an alarming rate, but don't worry about blasting these. Just aim for the main body to make your shots count. Eventually, you'll destroy it.

NINTENDO

SNAKE, RATTLE AND ROLL

What should I find on my desk, but this set of hints and tips for Rare's brilliant game. So, thanks are in order for Dale Thomas of Swindon. Here goes...

At the start of level one, jump onto the small island in the water and press your B button. This opens a secret manhole that takes you to level three! Also on level one, there is a new life on a very high platform. You can't get to it unless you jump into the water near the platforms. When the shark comes, let it bite you. As you fly into the air, keep your finger on the up direction of your pad. You should reach the platform. Use this tip on other levels too for other secret bonuses.

On level three (past the three blades), grab the key from under the manhole cover (you'll need to carry the key all the time).

Get onto the platforms near the loudspeakers that spit nibbly pibbles and jump onto the manhole cover and jump to the right onto the manhole cover. Jump right again onto the higher platform. Jump to the left onto the large platform and above you is a manhole which is a warp to level five! According to Dale, actually putting this off is pretty difficult. So there.

Here's a quick way to complete level four quickly. As you get near the bell, anvils will fall from the sky. Avoid them and when the green one appears, make it land on the scale. It will ring the bell and open the door for you. Hurray!



MEGAMAN 2

Loads of people sent in their list of codes and weapons, but only William and Richard Sharpe from Surrey sent in the correct set of weaponry with which to deal with the end-of-level guardians beyond level 9-1. So, here we go.

- DRAGON - QUICK
- BOOMERANG
- CRAZY CANNON - METAL BLADES
- GUYS DOZER - BUBBLE LEAD
- MONSTERS ON WALL - CRASH BOMBER
- DR WILY'S MACHINE - METAL BLADES
- DR WILY - BUBBLE LEAD



MEGADRIVE

GYNOUG

A brit blast, though a little on the tough side. Now, thanks to George Nagata's Japanese translating skills, the game can be made a little easier. On the option screen, move to where it says "DIFFICULTY LEVEL". Press A, B, and C together with START. The difficulty level should now read "EASY", and so it is!

SUPER MONACO GP

Here's a couple of cosmic codes courtesy of Steve Baggalley from Stoke-on-Trent, who decided to daub his letter with fluorescent pen for some unknown reason. Oh well, here's the codes, which incidentally, give you a pretty hot motor and loads of driving points! Yowzers!

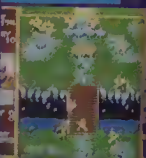
4000 0000 0000 0000
0010 G0D5 3627 B14C
FA89 E000 0000 0001
0000 0000 G300 2F17

And the second code
05Q8 00F6 5810 P000
0010 H105 3620 847C
FA89 EG20 0100 0001
0000 0000 8200 0AE9



RAINBOW ISLANDS

Another cheat courtesy of George Negeta. Follow this code, and you should be able to start the game with the shoe, red potion and yellow potion. Hurray! Still, here the code. Enter it on the title screen
UP, B, DOWN, LEFT, C, A,
A, B, C.



GAIN GROUND

A completely revolting Mega-drive release, but here's the cheat if you want to get another minute's worth of enjoyment out of the game. On the option screen, press the buttons in the order: A B C B. You should now be able to select which elago you wish to start on. Not bad, eh?

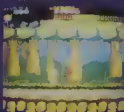
SEGA

WONDERBOY

Since this has recently appeared on the Game Gear, I thought I'd print these tips for this okay-ish coin-op conversion. Oh by the way, these tips are from Sega of America themselves, so if they don't work, I'm a Dutchman (which I am, sort of).

Any way, to choose the round you wish to start on follow these instructions: When the screen shows the round and area number press button one twice, and button two twice. Now hold both buttons down and use the direction

pad to choose a level! Also, during the game little Sega signs appear. Collect them all to make all the fruit you collect worth 500 points. There's also a tenth round secreted in the game. You need to collect 36 dolls. You get these throughout the game (but some of them are hidden, so be careful). Get all 36, and the game automatically moves on to the tenth level!



F1 CIRCUS

Not exactly a cheat, but if you have the urge to listen to all 47 tunes in the game, press down button 2 and move down on the joystick simultaneously. Press run and you're away! Nicky Lee strikes back with this one.

DEVIL CRASH

This was one of first games I ever played when I joined C+VG, and it's pretty damn hot in my opinion. So, if for some reason you fancy cheating try entering some of these codes on the password entry screen.

AAAAAAHAAA gives you unlimited belts.
DAVIDWHITE enables you to see the ending of the game.
AAAAAAHAAA starts the game with six balls.
AAAAAAHAAA starts the game with eleven balls.
Thanks to Harry Brenton for these tips.

GHOULS AND GHOSTS

If you're a lucky blighter that owns a PC Engine Super Grafx, here's a tip for you. On the title screen, just hold down button 1 and move right on the pad simultaneously to enter the option mode.



SUPER FAMICOM

PILOT WINGS

Here's the complete list of codes for this superb Famicom (which has become more of a pastime for Mr. Glancey of late) courtesy of Matthew Smith of Stoke-on-Trent.

LEVEL ONE: 855206
LEVEL TWO: 394381
LEVEL THREE: 520771
LEVEL FOUR: 108048
LEVEL FIVE: 4000718
LEVEL SIX: 773224
LEVEL SEVEN: 165411
LEVEL EIGHT: 882943



PC

SUPER STAR SOLDIER

Nicky Lee sent in a cheat for this decent shoot 'em up. First of all, skip the intro and enter the title page. Register these movements on your joystick:

LEFT, II, UP, II, RIGHT, II, DOWN, II, LEFT, II, UP, I, RIGHT, I, DOWN, I

Now press buttons I and II simultaneously eight times. Now press RUN and SELECT eight times. The results should speak for themselves...

PARANOIA

Another Nicky Lee tip here. On the title page, just hold UP, I, II and RUN down together. Now just press SELECT.

GARGOYLES QUEST

Matthew Dougly from Barnet sent in this code for this okay-ish game. Simply enter NPAFRRXY as the code to start the game with loads of items, decent attributes and four lives! Not bad, eh?

BURAI FIGHTER DELUXE

S J Faulkner from Gloucester sent in all of these codes, so you gamers who are a bit crap at shoot 'em ups need feel ashamed no longer. Still, here we go.

EAGLE LEVEL
LEVEL 2: HGKM
LEVEL 3: CPFG
LEVEL 4: JUCM
LEVEL 5: DKLF
ALBATROSS LEVEL
LEVEL 2: HGNC
LEVEL 3: BMHS
LEVEL 4: DGBF
LEVEL 5: JQJH

ACE LEVEL
LEVEL 2: GBHC
LEVEL 3: MHCB
LEVEL 4: COMN
LEVEL 5: KDPC
ULTIMATE LEVEL
LEVEL 1: GDPC
LEVEL 2: LMCJ
LEVEL 3: CHCL
LEVEL 4: HFKP
LEVEL 5: BNHG

SHADOW DANCER
MOODS

SEGATM
ARCADE HITS

UNLEASH THE WRATH OF NINJA
FURY!

Fight your way to
victory with Sega's
ambitious martial arts game.
Battle against merciless
Streetfighters as you seek revenge
for the killing of your loyal student
Kato, whilst trying to foil
the evil Sauros.

MARKETED BY

U.S. GOLD[®]

AVAILABLE ON:
IBM 64/128k,
Amstrad Cassette & Disk,
Spectrum Cassette,
Atari ST & Amiga.

1991 SEGATM. All rights reserved. SEGATM is a trademark of
SEGA ENTERPRISES LIMITED. Published by SEGA EUROPE LIMITED.
Distributed under license by U.S. Gold Limited, Units 2/3
Holford Way, Holford, Birmingham B6 7AB. Tel: 021 685 5500.

TOP 20

GALLUP

ALL FORMATS CHART

THIS
LAST

GAME BY ON

1	Superman 4: The New Frontier	ECTRU 1
2	Superman 3: The Final Frontier	C64
3	Superman 2: The Silver Age	C64
4	Superman: The Movie	SPECTRUM
5	Superman: The Game	SPECTRUM
6	Superman: The Animated Series	AMSTRAD
7	Superman: The Movie	A GA
8	Superman: The Movie	C64
9	Superman: The Movie	C64
10	Superman: The Movie	AMS RAD
11	Superman: The Movie	SPECTRUM
12	Superman: The Movie	ECTRU 1
13	Superman: The Movie	C64
14	Superman: The Movie	SPECTR
15	Superman: The Movie	SPI CTR M
16	Superman: The Movie	SPECTRUM
17	Superman: The Movie	64
18	Superman: The Movie	AMIGA
19	Superman: The Movie	C 4
20	Superman: The Movie	ST

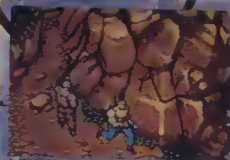
AMIGA

- | | |
|----------------------------|-----------------|
| 1 - Armour-Geddon | Psygnosis |
| 2 - Gods | Renegade |
| 3 6 Fantasy World Dizzy | Code Masters |
| 4 - PGA Tour Golf | Electronic Arts |
| 5 - Chuck Rock | Core Design |
| 6 - Miami Chase | Code Masters |
| 7 3 Little Puff | Code Masters |
| 8 - Defender of the Crown | Mirror Image |
| 9 - Killing Cloud | Mirrorsoft |
| 10 - Super Cars 2 | Gremlin |
| 11 - Rocket Ranger | Mirror Image |
| 12 - Brat | Mirrorsoft |
| 13 - Megatraveller | Empire |
| 14 4 Speedball 2 | Mirrorsoft |
| 15 5 Lemmings | Psygnosis |
| 16 - Sherman M4 | DI |
| 17 - Ninja Rabbits | Micro Value |
| 18 - European Super League | CDS |
| 19 8 Treasure Island Dizzy | Code Masters |
| 20 1 SWIV | Storm |

Plenty of new entries make up the Amiga chart this month, with Mirror Image's excellent budget gear making a deserved appearance. Psygnosis' Armour-Geddon hits the top, following up the success of Lemmings.

CVG TIP FOR THE TOP

Hmmm. What with SWIV plummeting from last month's top spot to this month's number twenty, next month's number one could be anything! Maybe Switchblade 2 will make an impact, and it's still early days for Super Cars 2. Keep an eye out for US Gold's MERCs too.



▲ *MEP: S*, our tip for the top slot.



▲ *SWIV* drops to the bottom of the

MEGADRIE

- | | |
|-------------------------|-----------------|
| 1 1 Midnight Resistance | DECD |
| 2 5 PGA Tour Golf | Electronic Arts |
| 3 2 Gynoug | Masly |
| 4 - Lakers vs Celtics | Electronic Arts |
| 5 - Vexytex | Sega |
| 6 - Aeroblasters | Sega |
| 7 - Bonanza Brothers | Sega |
| 8 9 Mickey Mouse | Sega |
| 9 - Kageki | Sega |
| 10 - Waidner | Sega |

Midnight Resistance clings on to the top of the Megadrive chart this month, with the stalwart Gynoug and PGA Tour Golf giving them a good run for their money. Watch out for Waidner and Bonanza Brothers though, they could find their way to the top... Thanks to Console Concepts of Stoke (0782 712759) for the chart.

SEGA MASTER SYSTEM

- | | |
|--------------------------|---------|
| 1 - MickeyMouse | Sega |
| 2 1 GoldenAxe | Sega |
| 3 3 Ninja | Sega |
| 4 - IndianaJones | US Gold |
| 5 2 Wondetboy 3 | Sega |
| 6 - World Soccer | Sega |
| 7 9 Goltamania | Sega |
| 8 6 World Cup Italia '90 | Sega |
| 9 - Paperboy | US Gold |
| 10 - ImpossibleMission | US Gold |

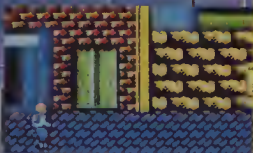
NINTENDO

- | | |
|----------------------------|------------|
| 1 - Gremlins 2 | Sunsoft |
| 2 8 Super Mario 2 | Nintendo |
| 3 1 MegaMan 2 | Nintendo |
| 4 - Black Manta | Nintendo |
| 5 3 World Wrestling | Tecmo |
| 6 7 Snake, Rattle and Roll | Trade West |
| 7 - Nintendo World Cup | Nintendo |
| 8 9 Faxanadu | Nintendo |
| 9 2 Duck Tales | Nintendo |
| 10 5 Super Off-Road | Trade West |

It's all change on the Nintendo chart this month. Gremlins 2 roars in to take the coveted number one position, ousting the brilliant MegaMan 2 to number three. Duck Tales plummets in favour of the so-so Black Manta, but there we go.

COMMODORE 64

- | | | | |
|----|----|-------------------------|--------------|
| 1 | 1 | Magic Land Dizzy | Code Masters |
| 2 | - | Dragon Ninja | Hlt Squad |
| 3 | 3 | Paperboy | Encore |
| 4 | 2 | Double Dragon | Mastertronic |
| 5 | 4 | CJ's Elephant Antics | Code Masters |
| 6 | - | Scooby and Scrappy Doo | Hi-Tec |
| 7 | - | Muttmixx 1 Golf | Klxx |
| 8 | 9 | Dut Run | Klxx |
| 9 | - | Quattro Racers | Code Masters |
| 10 | - | Kick Dff | Anco |
| 11 | - | Euro Boss | E&J |
| 12 | - | Splitting Image | Hlt Squad |
| 13 | 7 | Afterburner | Hlt Squad |
| 14 | 6 | Quattro Adventure | Code Masters |
| 15 | - | Licence to Kill | Hlt Squad |
| 16 | - | Fantasy World Dizzy | Code Masters |
| 17 | - | Big Foot | Code Masters |
| 18 | - | D T's Olympic Challenge | Hlt Squad |
| 19 | 13 | Cavemania | Atlantis |
| 20 | 15 | Kwik Snax | Code Masters |



▲ Double Dragon's still propping up the CPC chart!

AMSTRAD

- | | | | |
|----|----|-----------------------------|--------------|
| 1 | 1 | Magic Land Dizzy | Code Masters |
| 2 | - | Dragon Ninja | Hlt Squad |
| 3 | 2 | Double Dragon | Mastertronic |
| 4 | 4 | Cavemania | Atlantis |
| 5 | - | Scooby and Scrappy Doo | Hi-Tec |
| 6 | - | Quattro Racer | Code Masters |
| 7 | - | Kick Dff | Anco |
| 8 | - | Muttmixx 1 Golf | Klxx |
| 9 | - | Spitting Image | Hlt Squad |
| 10 | - | Quattro Firepower | Code Masters |
| 11 | - | Gary Lineker's Hot Shots | Klxx |
| 12 | 7 | Continental Circus | Mastertronic |
| 13 | 14 | Operation Wot | Hlt Squad |
| 14 | 5 | Afterburner | Hlt Squad |
| 15 | - | Arkanoïd: Revenge of Doh | Hlt Squad |
| 16 | 9 | Quattro Adventure | Code Masters |
| 17 | 10 | Dizzy Collection | Code Masters |
| 18 | 6 | Teenage Mutant Hero Turtles | Imageworks |
| 19 | - | Cricket Master | E&J |
| 20 | - | Forgotten Worlds | Klxx |

One full price title remains in the Amstrad chart this month: the stalwart Teenage Mutant Hero Turtles. Other than that, it's a mixture of fair and foul budget gear composing the chart this month.

CVG TIP FOR THE TOP

Any one of a million budget games could seize the top slot by next month, though we reckon that Magic Land Dizzy is a bit more like in it yet.



▲ Jackie Chan is static at number three.

PC ENGINE

- | | | | |
|----|---|------------------------|---------|
| 1 | 1 | Parasol Stars | Taito |
| 2 | - | Legend of Hero Tonma | Irem |
| 3 | 3 | Jackie Chan | Hudson |
| 4 | 2 | Dead Moon | NEC |
| 5 | 8 | Final Match Tennis | Human |
| 6 | - | Adventure Island | NEC |
| 7 | - | Championship Wrestling | NEC |
| 8 | - | Motoroad 2 | Masly |
| 9 | 7 | At Dynes | Hudson |
| 10 | - | Hellfire (CD-RDM) | Toaplan |

The PC Engine chart looks pretty tedious this month, we're afraid. Taito's Parasol Stars holds on to the top slot again with Jackie Chan, Hellfire and Final Match Tennis looking good in the quality stakes. Thanks as ever to Console Concepts of Stoke (0782 712759) for the chart.

CAPCOM®
USA

... LAND IN ENEMY TERRITORY ... BREAK THROUGH TANK LINE ...

... NEUTRALISE SPECIAL TANK UNIT (SCORPION) ...

... SMASH ENEMY SUPPLY LINE ...

... PENETRATE MOUNTAIN PASS ...

... DESTROY ENEMY H.Q. ...

... RESCUE PRESIDENT! ...

... GO GET 'EM ...

MERCS™

Available on: **C64 & AMSTRAD**
cassette & disk, **SPECTRUM** cassette,
ATARI ST & AMIGA.

U.S. GOLD

Mercs™ is © 1984 Capcom USA, Inc. All rights reserved.
Capcom™ is a registered trademark of Capcom USA, Inc.
Manufactured and distributed under license by U.S. Gold Ltd.
Copyright © 1984 in this program. Unauthorized copying,
loading or reuse by any means strictly prohibited.

U.S. Gold Ltd. 200, 202 & 204 Watling Way
Belford, Birmingham B6 7AX
Tel: 0 24 76 3366



HELPING • DRAGONS OF FLAME • HEROES OF THE LANCE
TELE: 0508 443635

CURSE OF THE AZTEC GODS • ROCK OF RABBITAGE
CHAMPIONS OF ARMY™ TELE: 0608 442036

ROCK JOKING • SECRET OF THE DEVIL SLAYS •
KING OF THE BEASTS™ (When Released) TELE: 0800 443636

EVILUTION BEASTS • FUTURE WARS • CHAMPION FOR A COMPARE TELE: 0520 446364

**NEED HELP? CALL THE
GOLD PHONE
HINTS & TIPS LINE**

Service provided by U.S. GOLD LTD., UNITS 2/3, HOLFORD WAY, HOLFORD, BIRMINGHAM B6 7AX
8 yrs on under 10 pence per consultation to use this telephone. Calls cost 34p per minute (except calls, 45p per minute at other times).

LOCKSTEIN PHOENIX • COMPETITION • HIRSHAW JONES •
TAS INCUBATOR • MANAC MARCHES • LOCK •
SECRET OF MONKEY ISLAND • BATTLE OF BRITAIN
TELE: 0639 446133
NEW RELEASE • COMPETITION TELE: 0639 446134
COMPETITION - £200.00 WORTH* OF
U.S. GOLD GAMES TO BE WON EACH MONTH.
* At Retail Prices



TETRIS

INFOGRAMES £19.99

Is there anybody out there who still hasn't played Tetris? Just in case, Infogrames have rewritten the classic puzzler for the Amiga with tons of extra options and pretty graphics thrown in. The game is good to look at and plays faithfully, but the keyboard-only control method is a real downer for joystick-wagging puzzle freaks. Save your shekles and invest in a Gamaboy with its fabbo free Tetrins cart instead.

OVERALL 76%

DAS BOOT

MINDSCAPE £24.99

This faithful recreation of the classic World War II U-Boat confrontations will be quite a find for sim fans. The game is very deep (sorry!), quite an effort to get into and features so-so solid 3D graphics. What Das Boot does capture is the tense, claustrophobic atmosphere of submarine warfare. You can almost smell the fear. Worth a look, but only if you've the time to get the most out.

OVERALL 82%

FORGOTTEN WORLDS

KIXX £7.99

A fabulous conversion of a brilliant coin-op, this is the bargain basement shoot-'em-up fan's dream come true! Take on the evil Emperor Bios after battling through wave after wave of fascinating aliens using a multitude of weapons and special bonuses. An absolute steal at the giveaway price, rush forth and grab this slice of arcade mayhem right away!

OVERALL 96%

SWITCHBLADE

KIXX £7.99

The Gremlin classic gets a new lease of life on budget and is a wise buy for platform action fans. Join Hiro of the Blade-nights on his quest to recover the 16 fragments of the shattered Fireblade. With tons of screens, loads of features and some pretty deep gameplay, this is well worth the asking price - even if it has been left standing by the sequel.

OVERALL 83%

APB

DOMARK/TENGEN £7.99

Cops 'n' robbers without all the aggro, APB puts you behind the wheel of a downtown pair of cabs keeping the streets clean while earning enough dough for those doughnuts. Another competent Tengen conversion, APB features overhead thrills and spills with a few cartoon sequences thrown in to keep you smiling. On budget, you can do a lot worse than buy this.

OVERALL 78%



TOOBIN'

DOMARK/TENGEN £7.99

Join lube dudes Biff and Jet as they cruise downriver and get their trunks into a twist with all kinds of trouble! Re-released under the Re-spray label, this is a competent conversion of a cult arcade game which did well in its day. Toobin' is enjoyable and challenging, with plenty of laughs and more than a few surprises, but falls down on long-term appeal. Still, definitely worth a look at this price.

OVERALL 82%



By the time you get your mits on this issue, Centurion: Defender of Rome should be roamin' around on an Amiga near you, price 25.99. Control the legions of the Empire and attempt to make everyone else in Europe wear silly sandals and lie down for tea...

...That friendly out-of-town visitor Predator 2 should be stomping his way into your local soft-shop at 24.99 as you read this. Based around the so-so movie, he's back in town with a few days to kill in this pseudo-3D offering from Image Works...

...TV addicts are in for a treat with the latest from Rainbow Arts - Mad TV (Money, Love and Viewing Figures). The game promises plenty of fun as you take the helm of a TV company and bid to boost those ratings. At 24.99, this may be one to watch out for...

Amstrad owners are once again subjected to more budget re-releases, this time in the guise of Spitting Image, Gryzor and plenty more besides. Richard Leadbetter has a look at the new gear.

PRINCE OF PERSIA

DOMARK

£10.99

This platform game scored highly on 16-bits because of the amazing animation on the main sprites and the great mixture of lethal traps and puzzling. Let's put it this way, we're absolutely amazed by the quality of the Amstrad conversion. The animation is as showstopping as ever, the gameplay's great and there's loads to keep you occupied. Probably the best Amstrad game released so far this year!

OVERALL

94%

SPITTING IMAGE

HIT SQUAD

£2.99

If you're a fan of the dazzlingly humorous TV show, the game of the same name will be a disappointment. Spitting Image ranks as one of the worst beat 'em ups yet seen on an Amstrad screen with dire graphics, sound and completely non-existent gameplay. Give it a miss.

OVERALL

31%

SKULL AND CROSSBONES

DOMARK

£10.99

We've seen the game on other formats and we were exceptionally underwhelmed. Now the Amstrad version has arrived and it's just as hopelessly average as the other formats. Based on the flop coin-op, it's your job to amass treasure and beat up some nasty pirates. The coin-op was severely lacking in the gameplay stakes and in that respect, the Amstrad is a perfect copy.

OVERALL

57%

WINNING TEAM

DOMARK

£14.99

A compilation featuring Klax, APB, Escape from the Planet of the Robot Monsters, Cyberball and Vindicators (phew!) For the price, the value and most of the games (Robot Monsters and Klax especially) are good fun. If you've missed out on Domark's Tengen numbers, then get a load of this.

OVERALL

85%

TV SHOWTIME

DOMARK

£14.99

If you find the likes of Bullseye, The Krypton Factor, Bob's Funt House, Every Second Counts, and Blockbusters entertaining, you'll have great fun with this compilation of television conversions. For "family fun" you can't go wrong, but solo players would be better off with Winning Team.

OVERALL

69%

TOYOTA GT RALLY

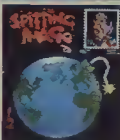
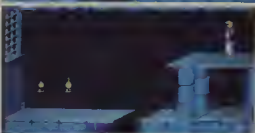
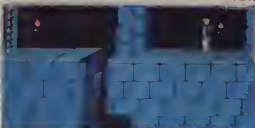
GREMLIN

£10.99

The 16-bit versions of this rally game fared pretty well when they were released around Christmas-time, and now Gremlin have seen fit to release this Amstrad version of the game. Whilst it's quite close to the 16-bit original, it's a tad unconvincing and jerky for my liking. Rally fans'll lap it up, but others may find the likes of Chase HQ or WEC Le Mans a more satisfying race game.

OVERALL

72%



...NEWS FLASH...

Further Hit Squared loveliness out of this very moment includes Dragon Ninja (also known as Bed Dudes vs Dragon Ninja), Licence to Kill and SDI. The first couple of titles are worth a look, but SDI is very monotonous indeed.



...The Amstrad GX4000 console hasn't exactly sold very well (Understatement of the Year!), and the flow of new games seems to have dwindled away to nothingness - almost. The excellent Pang is now ready for release courtesy of Ocean. Also if you fancy buying a GX4000, check out Dixons, where you can pick up one of those spacechip-like devices for a tiny £29.99! .

Harden's ninjas, James Bond, global warfare and Jocky Wilson make it into the C64 Bytewise column this month. Sounds exciting? Richard Leadbetter speaks The Truth...

JOCKY WILSON'S COMPENDIUM DARTS

ZEPPELIN

£2.99

Six different games of Darts are included in this Zeppelin package. Seasoned darts players will recognise the likes of Shanghai, Football, Dart Bowls, Ten Dart Century or Scram. That's on top of yet average 501 Championships Darts as well! The action in each of the games is pretty simple, and quite easy to master. The real game is still much more enjoyable, but there's no denying this is quite a distracting game.

OVERALL

72%



LICENCE TO KILL

HIT SQUAD

£2.99

Domark have released five Bond games so far, and Licence to Kill turns out to be one of their more successful efforts. Several verbally scrolling levels, based on scenes from the movie, are there to be conquered with Bond carrying out his espionage antics in the likes of speedboats, helicopters, and tanker trucks. Nice graphics and playability make Licence to Kill three quid well spent.

OVERALL

82%

SPITTING IMAGE

HIT SQUAD

£2.99

The game of the rubberised satire show turns out to be an incredibly awful beat 'em up with you adopting the persona of a world leader and then mercilessly thrashing all the others into oblivion. Graphics, sound and gameplay are dull on all counts. What can I say except, "Don't buy this!"

OVERALL

31%



DRAGON NINJA

HIT SQUAD

£2.99

Otherwise known as Bad Dudes, Dragon Ninja is the standard beat 'em up fare. Just traverse the scrolling landscapes dishing out ninja violence to hundreds of hapless sprites. Double Dragon on the C64 turned out to be a screaming travesty, so if you're a beat 'em up fan on the lookout for a decent beat 'em, have a look at this.

OVERALL

86%

SDI

HIT SQUAD

£2.99

A conversion of the mediocre Sega coin-op. Planetary defence is the name of the game as you fire your laser satellite at the marauding nuclear warheads. SDI is a simple game that was average on all counts when it was first released for £9.99. There are much better budget arcade conversions available for the C64, so keep well away from this effort.

OVERALL

54%



JOCKY

015



...NEWS FLASH...

Coming soon from Audiogenic: Exile. Having sold loads of copies on the BBC (of all formats), this promises puzzling, blasting and Thrust-type excitement. We've seen a near-complete C64 version, and it looks quite impressive. Look out for the full review soon...

...Grenlin Graphics are currently beavering away on a C64 version of their excellent Haroquest. We've seen Spectrum and Amiga versions of the game (in fact, check out the review on page 48) and it looks like capturing the atmosphere of the board game perfectly. One to look out for, we think...

BYTESIZE

Cadaver gets a levels disk, Robotron gets the Jeff Minter treatment and Guybrush Threepwood finally hits the ST! Richard Leadbetter takes a trip through ST Land.

CADAVER: THE PAY-OFF

Cadaver scored a mighty 95% when it was reviewed in last October's CVG. Now, the Bitmap Brothers have released the Pay-Off levels disk. The graphics style remains the same, but the maps have been completely re-designed and new puzzles prepared. The puzzles themselves are logical and solving them all is quite entertaining, especially as the game has such a realistic environment. If you completed Cadaver, this provides even more challenge and satisfaction, so give it a go.

OVERALL

87%

LLAMATRON

Jeff Minter unleashes his own bizarre sense of humour on the ST world again, this time in a llama version of Williams' classic Robotron coin-op. This is a Public Domain game (so you can copy it and pass it amongst your friends), and since it's only £2.50, you really are getting a bargain. The gameplay (though slightly repetitive) is very entertaining, and though the graphics are rubbish, the sound is excellent with many nb-ticking samples are used throughout. One of the best things Minter's done in ages.

OVERALL

90%

THE SECRET OF MONKEY ISLAND

This Lucasfilm graphic adventure had Paul up all hours trying to complete it (and he finally did), and now an identical experience is available to all ST users! Hurray! This adventure has a simple control method, excellent graphics, gripping plot and a laugh-a-minute sense of humour. The only slight niggle is the fact that there's quite a bit of disk-swapping involved if you've only got a single drive 520 ST. But you'll have so much fun playing it, who cares?

OVERALL

94%



CALIFORNIA GAMES

Save on the airfare to California by taking part in the ST California Games, featuring events such as the Hair Pipe, Surfing, Roller Skating, Foot Bag, BMX racing and the Flying Disk. Although the events are quite entertaining, it isn't quite as enjoyable an experience as the C64 disk version. Still, for eight quid, six events isn't bad value for money.

OVERALL

80%

HARD DRIVIN'

Take your high-speed revmobile around two tracks in this close conversion of the Alien coin-op. The graphics aren't bad at all, but the gameplay is really repetitive after about ten minutes play. The simple fact is that two tracks just isn't enough for home product. If the coin-op was your bag, I'd recommend you save up for Hard Drivin' 2: Drive Harder. Its track designer and extra circuits make all the difference.

OVERALL

69%



...NEWS FLASH...

... Magic Pockets is coming soon from the legendary Bitmap Brothers. The game features the antics of the Bitmap Kid, whose pockets have extraordinary dimension-warping qualities, which generally means he can pull out all sorts of weird wonderful items. Renegade (the game's publishers backed by Rhythm King records) have even supplied a Betty Boo soundtrack to back the proceedings! From what we've seen, this could be something really special...





Telephone: 081-747 4757/081-742 1831

COMPILATIONS

EDITION ONE	
Double Dragon, Xenon, Gemini Wing and Sawdust	
ALL FOUR GAMES FOR ONLY £19.99	
SOCCER MANIA	
Football Manager 2, Gazza's Soccer Menstrage Soccer and Football Menstrage 2 World Cup Edition	
ALL FOUR GAMES FOR ONLY £19.99	
FULL BLAST	
Chicago 92, Crack Dangerous, Highway Pistol 2, 747, River Crossing and Fennel Formula One	
ALL SIX GAMES FOR ONLY £17.99	
CHALLENGERS	
Kick Off, Super Six, Fightin' Bomber, Great Courts and Bunker Brawl	
ALL FIVE GAMES FOR ONLY £17.99	
FLIGHT COMMAND	
Eliminator, Strike Force Helios, Landscape Bay Five and Sky Chase	
ALL FIVE GAMES FOR ONLY £12.99	
COMPUTER HITS VOL 2	
Tennis, Jeopardy, Golden Fish and Black Sharper	
ALL FOUR GAMES FOR ONLY £12.99	
MIND GAMES	
Asterix, 7 Wonders and Conflict in Space	
ALL THREE GAMES FOR ONLY £14.99	
BIG BOX	
Captain Sargon, Stefan Goss, Teenage Queer, Battle Ship, Tin Tin on the Moon, Purple Sabbath Day, Krypton Egg, Jumping Jackson, Bo Bo Hostagee	
ALL TEN GAMES FOR ONLY £14.99	
FIST OF FURY	
Dynamite Duo, Shindoh, Hurt Warriors Double Dragon 1	
ALL FOUR GAMES FOR ONLY £19.99	
POWER UP	
Altered Beast, Rainbow Island X-Out, Chase HO, Tun-tun	
ALL FIVE GAMES FOR ONLY £17.99	

Telephone

ATTENTION SEGA ADDICTS!

THE FIRST COMPLETE GUIDE TO THE SEGA IS HERE

The definitive complete games guide with every title individually reviewed and rated.

- ▶ Loads of incredible reviews, tips, news, etc...
- ▶ Amazing exclusive Sega preview games list

Everything you ever wanted to know about the Master System, the Megadrive PLUS a superb game gear profile

All 100% SEGA
All this for
only £2.95!

Available in all good newsagents now!!

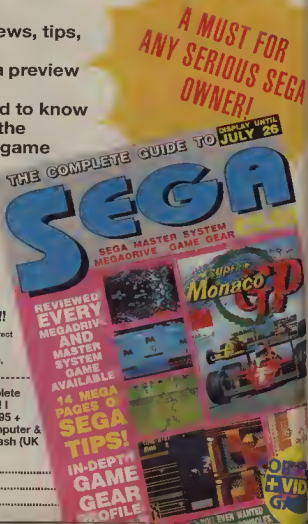
But if you only live near bad newsagents, you can order one direct from us by filling out the coupon below and sending it to:

Computer & Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

OOOH! QUICK! Send me a copy of the complete guide to SEGA because I'm really desperate! I enclose a cheque/postal order for £3.45 (£2.95 + 50p post and packing) made payable to Computer & Video Games. Overseas orders send £5.00 cash (UK Sterling only)

Name

Address



Spacely owners once again get a whole load of budget re-releases doled out in their direction. There's the usual mix of beat 'em up and blasting action, and even James Bond too! Richard Leadbatter heads off to Spacetrumsville.

JOCKY WILSON'S COMPENDIUM DARTS

ZEPELIN

£2.99

Six different types of pulse-racing Darts action can be yours with the aid of this Zeppelin release. As well as the bog standard 501 Championship Darts, there's Shanghai, Football (?), Dart Bowls, Ten Dart Century or Scram. Though the gameplay is pretty simplistic, and the duel against Jocky himself is a tad disappointing, this darts game isn't bad.

OVERALL

71%

DRAGON NINJA

HIT SQUAD

£2.99

Dragon Ninja is yet another opportunity to earn baddie-infested streets, beating up all and sundry with your hands, fists or any other lethal weapons you come across. Dragon Ninja is a definite improvement over the lacking Double Dragon, and isn't a bad purchase for Spacely beat 'em up addicts.

OVERALL

73%

LICENCE TO KILL

HIT SQUAD

£2.99

One of the better 007 Domark excursions, Licence to Kill offers would-be members of the Secret Service the chance to take out a drug baron across several levels of vertically scrolling annihilation. Licence to Kill is quite an addictive little number, but the monochromatic graphics cause the baddies' bullets to become almost invisible on some levels. If you're a Bond fan, you'll doubtlessly love this. Others may be put off by the frustrating gameplay.

OVERALL

73%



SDI

HIT SQUAD

£2.99

The end of the world is nigh! Well, it is unless you end your laser-armed SDI satellite can annihilate all of the enemy missiles streaking towards friendly territory. SDI is a conversion of a startlingly boring Sega coin-op, and this game simply fails to strike home in the entertainment stakes. I can't really recommend this much at all I'm afraid.

OVERALL

59%



SKULL AND CROSSBONES

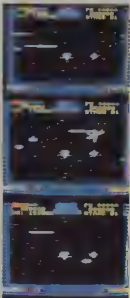
DOMARK

£10.99

Ha-harrt me laddie! Shiver me timbers, etc etc. If you didn't get the idea from that unoriginal and lacking intro, Skull and Crossbones is a scrolling beat 'em up based around pirates. The coin-op, like this conversion, borders on the average, so if I was you, I'd save the eleven quid for something better. Let's hope that future conversions are far superior.

OVERALL

57%



NEWS-FLASH

...Coming soon to a Spectrum near you, courtesy of Domark. Hydra. If you didn't know this is a 3D aquatic blast in the Road-blasters mould. In fact, check out the 16-bit review on page 44, and the update in the next issue of CVG...

...Nearer Christmas time, look out for Domark's conversion of Atari's Pit-Fighter coin-op. This one-on-one beat 'em up featured superb digitised graphics and sound, and rumour has it that conversion house Teque have even managed to get in the screen zoom-in, which it's said even the programmers of the Megadrive version couldn't include.

BYTESIZE

GAME BOY

Yet more cart-based frivolity of the handheld variety this month, with the advent of one of the best Gameboy carts ever to hit the streets! Interested? Richard Leadbetter tells all...

CHESSMASTER

NINTENDO

£19.99

The first chess game on the Gameboy turns out to be one of the best in existence! With computer opponents ranging from mega-lunk to Einstein-level, there's plenty of lasting appeal. The graphics work exceedingly well and there's even sampled speech! There are billions of options too, including a battery back-up option to save off your game. If you've got even the slightest interest in chess, Chessmaster is the one for you.

OVERALL

96%

BOMBER BOY

HUDSON SOFT

£19.99

The HIT-rated PC Engine Bomber Men hits the Gameboy - and there's even a new game (the eponymous Bomber Boy) thrown in for good measure. The action is pretty straightforward. Just run around a maze, blowing up creatures with the aid of your bombs and the various power-ups available. Bomber Boy is a very addictive little number and good value for money, so what are you waiting for?

OVERALL

82%

GREMLINS 2

SUNSOFT

£19.99

Gizmo's back - and this time he's taking no crap. His general aim in this conversion of the movie is to roam the eight-way scrolling platform area picking up extra weapons and blating those evil little Gremlins (and the evil big ones at the end of each level). Gremlins 2 is a tough game all right, with very challenging gameplay and very difficult bosses. The graphics and sound are great, but with the amount of platform games available, it's very unoriginal.

OVERALL

80%

MICKEY MOUSE

2

NINTENDO

£19.99

Yet more platform malarkey on offer here in this Gameboy licence of everyone's favourite Disney icon. The action is pretty limited. Just guide Mickey around the platform area opening doors and collecting keys. The graphics are fine, but unfortunately the scrolling is malarkey and the gameplay itself can hardly be described as addictive or compelling. Put simply, Mickey Mouse 2 is a pretty lacking effort. Leave well alone.

OVERALL

51%

FASTEST LAP

NINTENDO

£19.99

It's time to dart around an overhead eight-way scrolling course, overtaking other cars with the express purpose of winning the race. Fastest Lap has got some excellent static graphics, but the in-race visuals are rather lacking. Come to think of it, that last comment applies to the race action as well. If it's high-speed thrills 'n' sprits you're after, check out the likes of F1-Race before setting eyes on this lacklustre effort.

OVERALL

62%



...NEWS FLASH...

...Available in all Gameboy stockists now (try out Boots first) - the all-new Gameboy carry case! Cast in robust, rugged plastic it protects your Gameboy, leads and six game paks from the rigours of the outside world. Retailing at £9.99, it's a tad on the pricey side for a bit of moulded plastic, and some nice, soft material inside would've helped cushion the Gameboy when it gets buffeted about...

...News reaches us from Japan of a special NES Gameboy converter cart! The device itself is shaped like any other Nintendo cart, apart from the fact that there's a small slot in it that takes your Gameboy cart. The Nintendo then plays the game as normal, only this time the action's displayed in black and white on your TV screen! Good, huh?

GAMES GALORE

BEST PRICES IN THE U.K.

46 a SYON LANE OSTERLEY MIDDXX O81 572 0990

JAI MEGALIVE

FINAL FLOW ESWAT HELL FIRE
MOONWALKER WHIRLUSH
GHOSTBUSTERS SPACE HARRIER
SHADOW DANCER GYNOUD
SUPER LEAGUE BASEBALL
DARWIN 4081 DJ BOY
WONDERBOY III CRACK
DOWN

list available!!!!!! ask for full

MICKEY MOUSE

22.79

19.99

CAMELCO

AMZING SPIDERMAN BASES LOADED
BATMAN BURGERTIME DELUXE
BOXXLE BUBBLE GHOST BUBBLE
BORRLE BUGS BUNNY JETAL FIGHTER
CASTLEVANA CATRAP CHASE HQ
CHESS COSMO TANK CYRAID
DEAD HEAT SCRAMBLE DUCK
TALES DRAGONS LAIK
DOUBLE DRAGON
FIST OF NORTH STAR
HARMONY GREMLIN
GHOSTBUSTERS HALL

WRESTLING KUNG FU

MASTER

18.79

CAMELCO

LOCK N CHASE LOOZY MEGAMAN
NBA ALLSTARS NEMESIS NFL FOOTY
PACMAN PAPERBOY PIPEDREAM
POWER RACER R TYPE ROBOPOP
RADAR MISSION BOLANS CURSE
SERPENT SHANGHAI SKATE OR DIE
SNOPFYS MAGIC TURTLES KLAX
FISH DUDE WWF WRESTLING GOLF
REVENGE OF THE GATOR RESCUE OF
PRINCESS SUPER MARIO DR MARIO
WIZZARDS AND WARRIORS GODZILLA

ask for updated list... its growing everyday

NES CONSOLES

ADVENTURES OF LINKS BATMAN
RIONIC COMMANDO DAYS OF
THUNDER DOUBLE DRAGON II
DEFENDER OF THE CROWN
DUCK TALES GUANTLET 2
GREMLINS II BOBOPOP
LEGEND OF ZELDA
MEGA MAN II
SUPER MARIO BROS II

36.99

NES CONSOLES

BAD DUDES BAYOURILLY MEGAMAN
DOUBLE DRAGON GHOSTBUSTERS 2
IRON SWORD JACK NICLAUS
GOLF METAL GEAR SILENT
SERVICE TURBO RACING
WORLD WRESTLING
TEENAGE MUTANT
HERO TURTLES

WE HAVE GOOD
STOCKS

32.99

NES CONSOLES

BLACK MANTA BLADES OF STEEL
CASTLEVANA DUCK HUNT PINBOT
FAXANADU FESTER QUEST TOPGUN
GUMSHOE GOONIES II METROID
NINTENDO WORLD CUP RAD RACER
PROBOTECTOP PRO WRESTLING
RAD GRAVITY RC PRO AM BUSH N
ATTACK SIMONS QUEST
SOLAR JETMAN STEALTH
APT TRACK N FIELD II

FOUR PLAYER LINK
ONLY

27.99

WE ALSO STOCK NES TITLES PRICED
AT ONLY 22.99 and 18.49

CONSOLE MADNESS

JAPANESE MEGA DRIVE

99.95

NOT ANNI UK TV SYSTEM

MASIEL SYSTEM

CYBORG HUNTER FANTASY ZONE
BLACK BELT CHOPPLIFTER WANTED
ACTION FIGHTER GREAT GOLF
GREAT BASKETBALL ZILLIO II
ZILLION WORLD GAMES KUNG FU
KID QUARTET ITALIA 90
FANTASY ZONE The Maze
GLOBAL DEFENCE
GREAT SOCCER GREAT
BOXING ASTRO
WARRIOR

We have excellent stocks

19.79

MASIEL SYSTEM

CLOUD MASTER TIME SOLDIERS
R TYPE AFTER BURNED GOLDEN AXE
GALAXY FORCE REGGIE JACKSON
BASEBALL MONOPOLY SHINOBI
RAMPADE BOMBER RAID BOCKY
OUT RUN BATTLE OUTRUN
FANTASY ZONE II RASTAN
Ys DOUBLE DRAGON ALEX
KIDD MIRACLE WORLD
ALIEN SYNDROME
ALTERED BEAST
WONDERBOY III
DYNAMITE DUK
MIRACLE WARRIOR

20.79

ATARI LYNX

BLUE LIGHTNING CHIPS CHALLENGE
ELECTROOP GUANTLET 3
PAPERBOY RAMPADE
GATES OF ZENDECON RYGAR
ROADBLASTERS ROLLING
THUNDER SLIMEWORLD
ZOEAK MERCENARY
XENOPHOB
SHANGHAI

BEST UK PRICES

19.99

ACCESSORIES

MEGA DRIVE JAP ADAPTOR £9.99
LYNX KIT CASE £9.99 POUCH £9.99
LYNX CIG ADPTOR £9.99 SUN VISOR £19.99
SCART LEADS £9.99 PERS STEREO
HEADPHONES £19.99 SEGA POWER
BASE CONVERTER £29.99 CONTROL
PATTENING GAMEROY GAMELIGHT
£19.99 MAGNIFIER £9.99 NES 4 SCORE
£29.99 DOUBLE PLAYER REMOTE £19.99
ADVANTAGE £19.99

This is only a small selection of products we
have available

CONSOLE MADNESS

SEGA MASTER SYSTEM
SEGA MASTER PLUS
SUPER FAMICOM
NINTENDO GAMEROY
NINTENDO GAMEBOY
NINTENDO SNES
ATARI LYNX II

BEST PRICES IN THE U.K.

WE TURN PRICES ON THEIR SIDE !!

POSTAGE AND PACKING : SOFTWARE 1.00
ACCESSORIES 1.50 : CONSOLES 5.00
CHO : POSTAL ORDERS PAYABLE TO :

GAMES GALORE

VISA

ACCESS

YOUR COMPLETE ENTERTAINMENT SUPPLIERS

087

REVIEW

SEGA

£29.99

BY SEGA

The evil god of destruction, Bios, has risen from the flaming fields of Hell and is bent on wreaking havoc to our fair and pleasant galaxy! Only one man is capable of matching enough firepower to do away with the evil Bios, and that guy is Guy (if you get my meaning). He enjoys blowing things up (well, it's a hobby) and sssss Bios' intrusion into our dimension as a good excuse to kick some demonic ass.

So, pausing only to pick up his anti-gravity belt buckle and massive double-barreled laser shotgun, Guy flies out into the unknown ready to do battle with Bios. The only problem is that as Guy scrolls horizontally through each level, Bios' satanic minions arrive ready to give Guy a laser blast that'll send him to oblivion!

Thankfully, Guy's made of pretty steln stuff and can withstand plenty of hits before he meets his maker! The only problem is that at the end of each level, Bios has deposited a massive trainee god, and Guy's laser skills are tested to their limits in order to bring these oversized minions to photon justice!

FORGOTTEN COIN-OPS

Forgotten Worlds is something of a landmark in Capcom history. It was the first coin-op to use their CPS arcade system and all of their subsequent coin-ops (UN Squadron, Strider, Street Fighter 2, Final Fight et al) are based around this powerful design. But did you know that Forgotten Worlds is actually called Lost Worlds in Japanese arcades (now, not a lot of people know that). The coin-op is different from this conversion in that it boasted simultaneous two-player action and different routes through each level (some routes were either more dangerous or provided more money to pick up in the form of vanquished monsters).



In my view, there aren't really that many Master System shoot 'em ups that hit the mark, and Forgotten Worlds doesn't do much to redress the balance. The scrolling's fine and the graphics are quite close to the coin-op's (apart from the slightly dinky sprites),

and the gameplay is quite entertaining with lots of explosive action and some good power-ups. Unfortunately, there is something seriously wrong with the sound. The coin-op's tunes were pretty naff to begin with, but these Sega renditions are just completely dire with some very bizarre booming "bass lines" (I use the term very loosely) and irritating tinkling noises. If you can put up with this just for one minute, you're seriously deranged. Turn the volume down and Forgotten Worlds boils down to being a pretty average blast. But worry not Sega beating fans, I've seen a preview of Microsoft's Xenon 2 and that looks rather special indeed...

RICHARD
LEADBETTER

088

HIGH CALIBRE SHOPPING

amongst the bristled armies of vanquished enemies, collect money. The currency in this and other Capcom games is money, and at the shop located at the middle of each level, this can be traded in for weapons. Also, health can be bought to heal wounds and poisons are also a must.

WELCOME!

REVIEW



FLASK

This potion of resurrection grants you an extra life, at the cost of 3000 zennies.



LASERS

There are three types of laser, ranging from wimpy shooters to spiffy weaving blaster.



ROCKET

Well worth the 5000 zennie asking price, heat seeking missiles are a bit of a bargain - and great fun to boot!

SATELLITE ANNIHILATION

As the mod, Guy can fire a satellite missile. These missiles have many different forms, auto-track, or can be set to follow a target.

UPDATE

Forgotten Worlds has been out on all the computers for a year or two (conversions were by US Gold), and a Megadrive version has been officially available since before Christmas.



There's no doubting that the Sega is short of good shoot 'em ups and while Forgotten Worlds looks smart it's just not that much fun to play, so as Rich says. It doesn't really improve the situation. The coin-op was hardly a classic, and this version doesn't even have

the major plus-point of the two player option. The sprites are really great, looking like smaller versions of the graphics in the Megadrive game, but unfortunately, they are the game's only asset worth mentioning. It's not that the game is bad as such. It just, well, doesn't pack much of a punch. If you liked the arcade game you'd more than likely get a few thrills out of this, but otherwise you'd probably be happier playing the Sega version of R-Type, which was much more impressive and enjoyable.

PAUL
GLANCEY

ROTATO-BLAST


In the arcades, Forgotten Worlds was distinctive because of the strange joystick controls. The stick could actually be twisted through 360 degrees thus enabling the main sprite to fire in one direction and move in another. Of course, the Sega hasn't got a rotating stick, so instead the A and B buttons are used to spin. Guy either clockwise or anti-clockwise. A button to fire all of the weapons systems isn't required, because the game has an auto-fire built in!

GRAPHICS 88
SOUNDS 55
PLAYABILITY 80
LASTABILITY 70

OVERALL 75

YOUR OWN

ARCADE



The amazing **Atari Lynx** is the complete portable colour entertainment system. The stunningly powerful 16-bit graphics engine produces outstanding colour, crisp graphics with immense animation, superb sound and an unparalleled depth of gameplay.

The complete entertainment system would not be complete without great software and peripherals, the Lynx has both. There are 17 titles available already with many more under development and utilities include Kitbags, Adaptors to run the Lynx off the car battery and cables to connect up to 8 Lynxes for unsurpassed multi player action.

CADE!



FROM £79.99



Please send me more details about the Lynx, its peripherals and other Atari products.

NAME _____

ADDRESS

POSTCODE

CVD 07 91

Atari Corp UK Ltd, Atari House, Railway Terrace, Slough SL2 5BZ



YOB'S MAILBAG



IT AIN'T SHAKES-PEARE, BUT...

Dear YOB,

I have written in to publicly mock and cast down Allan "I'm a pleb" Brownie's pathetic attempts at poetry. To make up for his generally crap rhymes I have written one of my own.

YOB, as he scours the mail, Slops and then lets out a wail, "If Brownie don't slop, Sending me this trollop, Then to the floor, his head I will nail."

Not bad eh?

P.S. I have an Amiga and a Gamsboy and am proud of them both.

Mr Anonymous, Nowhere Land

YOB: There was a young lad from Nowhere

Whose poem was full of

hot air
He tried to impress
But forgot his address
Now he looks a right prat,
so there!

MORE GRIPES, GROAN!

Hi YOB,

I'm writing in to gripe about such no-hopers as Guy Simms (Muhmud Ahmud a "friend", ish 110) who's got some funny idea that the Megadrive has better graphics and sound than the Amiga. He's not completely wrong, but he sure as hell isn't right either. On the graphics side, the Amiga has a palette of 4096 colours (in low-res mode and the A2000/A3000 can produce 16 million colours with special chips). The Megadrive's palette is somewhere between 512 and 1024, nowhere near the Amiga's. On the other hand the Megadrive manages 12 channel stereo

Yeehaa! The Mailbag was full to bursting this month, which cheered me up so much I had to go off and fight with the milkman to put myself in the right mood to deal with you lot. Now I've turned sour again and need a few good laffs to glower over. If you think you're up to the mark, drop me a line at I'M FUNNY I AM, YOB'S HILARIOUS MAILBAG, COMPUTER AND VIDEO GAMES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. The best letter wins £100, but nobody acoops it this month because they're all crap...

sound compared with the Amiga's 4 even though Amiga sound has better performance.

Enough of that though. The only reason that the Megadrive has better games is because it is a console and designed specifically for

games, not because it has better capabilities. I think Amiga programmers around the globe should pick up their act and start producing brilliant arcade-style games and perfect conversions the Amiga is capable of. James Pond and Turrican are prime

examples of what they should be doing, though I think they could have been even better if the programmers utilised the full European 320x256 resolution instead of the American 320x200. A good way to start the ball rolling would be to port over a few original Megadrive games (Super Shinobi, Thunderforce III) instead of porting from the inferior ST with inadequate changes.

Mr Wizard Man, Canberra, Australia
YOB: Your letter is a triumph of ignorance over fact. First of all, have you seen a recent Amiga game using the 4,096 colour HAM mode? Because of technical reasons your brain cell couldn't cope with, most games have only 16 colours on-screen at once.

But what's all this "better performance" Amiga sound gerbaga? The Amiga can only play samples, whilst the Megadrive can synthesise its own noises and play samples. The Megadrive plays better games because it was designed to play games, and thus does have "better capabilities" (custom graphics and sound chips and better, faster hardware scrolling for starters). Oh and while we're at it, the size of Turrican and James Pond's screen has nothing to do with US or European screen sizes. In fact, the REAL reason is the fact that the Amiga couldn't update the screen as fast if the play area was bigger - so that I'm not putting the Amiga down, "cause it does have some games that will never appear, or be battered, on the Megadrive. Indeed, some Amiga games are actually better than the Megadrive variants (Rainbow Islands and James Pond, for example).

I just can't stand a smutless who gets all his facts wrong, so etic that up your Auebie bum and smoke it.

A VIEW ON REVIEWS

Dear YOB,

Here is my guide to a good review (answering last month's letter from Jon Lindsey)

1. Make sure the first one or two paragraphs give the outline to the game

2. Say roughly how to play the game

3. Give a few views on the game (not too opinionated)

4. Add a few paragraphs of "nice touches" the game includes

5. Give your own personal view of the game

6. Give a rating (graphics, sound etc shouldn't come into it to much. Playability and testability are much more important)

7. Unless real, make no imaginary Ed remarks. (Like this one? ED) Don't completely rave about a game (even if it is excellent) and remember a game always applies to someone (Eh? ED) *Robert Walker, Hillingdon, London*

YOB: So that's how to write a spiffy games lowdown, eh Bob? What does it look like we're doing on the Review pages? Hanging out Auntie Dot's laundry? Doing the Sunday Times crossword in Swahili while standing on our heads? I dunno, there's just no pleasing some people. As for those - Ed remarks: Tim's larid enough, but I reckon you're a work of fiction dreamed up by somebody just to cheese me out on a Monday morning. Talking of which...

HA! HA! WHO?

Dear YOB! Ah Ah!

Ho ho ho! MR STOOL HEAD HERE! How are doing... get it? Har har har! Well, joking a-side gal it? Har har har! Yer know Saddam sent out his kid to latch him a bag from the bottom of his garden. He came back and said "There's no Bagdad" har har har! Knock, knock. Doodo... get it? Har har har! Globber gibber! Where does a frog go on its holidays? Ah Ah! New York Har har har! Why did the girl fell off the swing? Ah Ah! 'Cause she didn't have any arms! Har har! Well, that's all from me, good of Mr Stool Head. Ah Ah!

Good Ole Mr Stool Head, Beverly, Worcester
YOB: Sea what I mean? This is what happens when

you use too much Vicke' Vapo Rub and don't have a cold. I wanted to make this star latter, but there's no address to send the cash to. Har! Har! Har!

COME ON FOLKS, PLAY THE GAME!

Hey YOB!

I'm writing to you on a subject that happens to be very close to Jazza's heart - the amusement arcades. I've noticed how that's a bad word with parents nowadays. At least, in Britain. In Japan there's no problem, in fact, going down to the local amusement is likely to be a family outing - you can see Japanese tourists here in the summer taking their kids for a shot on the vids. So why is it taboo here? Ask the parents "It's a waste of money" I don't know about you, but I think twenty-pee for anything up to twenty minutes of vid-bashing (if you're good) sounds perfectly reasonable to me - and I'd certainly rather play a coin-op than smoke the equivalent number of cigarettes.

"It's anti-social"

Sorry, parents. You're wrong on this one. I love to meet mates for a go on the latest two, three or even four-player machine. The arcades are a great place to make new friends too. If you see someone playing a two-player game alone, of course you're gonna join them - having to work as a team with a stranger will bring out the best in you. I've quite a few friends I've made that way. "You'll get addicted"

Yeah, sure it's addictive. It's meant to be. Addiction to the vids doesn't mean you're a moron who whops all his dosh down the coin slots as soon as he gets it - look at Jaz!

So why do parents think that the arcades are a delinquent? As far as I can see, they tend to think of amusements as dark, smoky places with people pushing drugs in corners, whereas the truth is that most modern arcades are clean no-smoking zones bustling with happy players.

So come on parents, wase up!

David Black, Inverness
YOB: You may be a boring old fart Dave, but you're right of course. In the past it's true that your local vid game amporium latt much to be desired, but the new

breed of arcade owners have really cleaned up their act. Some of them are now as well run I almost feel out of place...



GIZZA JOB, GO ON...

Dear YOB,

I'm thinking of a career in publishing and I wondered how you lot got started in CVG. Did you just have loads 'a' dosh or did you...? How?

Another thing I don't think your new-look is as good as the old one. But don't get me wrong, I still make it the premiere choice on the shelf along with MEAN MA-CHINES

Oh yeh, can you remember the very first CVG? The front cover read "HIT THE BEACHES WITH BATTLE-SHIPS". Those were the days eh? Only £1 00 for your CVG.

M Walton, Oxford

YOB: How did we all get jobs? That's a good one. I was delivered to the CVG offices by mistake with the Wednesday morning mail after falling asleep in a post box. I'd opened a few of the letters, formulated suitable replies and the crew were so impressed they gave me the tea cupboard to live in. Jaz got his job for setting the all-time high score on Lawnmower Simulator in a Aberystwyth fish and chip shop while waiting for his aaveplay. Paul was employed on the strength of his incredibly trendy pocket organiser. Rich got his job because we couldn't bear to unleash his quiff on anyone else and Jon got his due to his incredible talent for lurking in dark corners and barking at anyone who comes close. As for Tim, God knows why they employed him. By the way, the first CVG had Space Invaders on the cover (It was a type-in listing for the Nascom), and it only cost 85p. Mind you, that was in 1981...

ng
so
ne
ed
ur
to
ne
M,
MY
E,
er
is



FACTS AND FIGURES

Dear YOB,

I am writing a review on your Mail Bag, and here it is
 Drawings: 85%
 Remarks: 98%
 Boredom: 1%
 Lunacy: 60%
 Grapiness: 0%
 Funkiness: 90%
 YOBness: 100%
 Worth of Cost: £1,000,000,000,000
 Overall: 89%
 So here you have it Your Mail Bag is totally brilliant. Now please can I have that £100?

Daniel Jones, Chwyd, Wales
YOB: Your chances: 00%

FAB FROM THE MEGA MAN

Dear YOB,

After reading the third magazine since the first new-look issue, I felt I had to write and air my views. Firstly, I think that CVG is raving on its laurels. As it is the best-selling magazine of its type, it doesn't need to attract more readers by recommendation and, as a result, standards have slipped. However, it appears that an attempt to gain customers has been mounted which involves painting the pages garish colours and using words like "Megafit" and "Fab!!!".

Younger readers may be fooled, but the quality of the reviews has suffered and many older readers in the 14-plus bracket will be put off by the insane caricatures of reviewers and general immaturity of the magazine and turn to more objective, informative magazines. Secondly, CVG has been left behind with regards to new technical achievements. I'm not talking about the Famcom etc, but where are features on CD-ROM, extensive VR reports, not just on one system, previews of state of the art games, Wing Commander II, Birds of Prey etc?

Thirdly, CVG has been seriously marred by the allocation of space. As the owner of a Lynx and Amiga, I have practically every sort of machine - handheld, console and computer - so I am natural in the "my console" knocks spots off your computer" wars. It is therefore easier for me to see which machines are being unfairly

reated. Although it and my Amiga are deadly rivals, the one ST review in issue 114 was pathetic. Less time should be spent on unofficial, unavailable machines (Famcom and PC Engine) and spent on machines which are popular like the Megadrive, MS, ST and Amiga. Lastly, I know that it hasn't made much of a UK appearance so far, but with the new Lynx II console, sales the impression in the states (it outsells the Ganes and PC Engine), new accessories and new games of real quality (35 are listed in Special Reserve), it is the most promising handheld. More coverage please! Please print this as I'm sure I'm part of a large chunk of your readers with these views who, like me, are considering whether to continue purchasing CVG.

Berry Jenkins, Theydon Bois, Essex.

YOB: You've completely ignored the prime virtue of CVG - there are 101 things you can do with a rolled up copy of the magazine. I suggest you carry out the last, because you're talking out of the piece you should stick it sideways...



KEEP THE CHANGE

Dear Mr YOB,

I'm writing this concerning the changes in CVG.

- 1 The charts. Very good. Including the Sega Master System and the Nintendo Entertainment System was a wise choice and testing them by machine sales is even better. Full marks.
- 2 Putting in more than one person's opinion is much better but they seem to be very similar. The little pictures of the reviewers are funny and interesting. Overall, those changes seemed to be essential (not the little pictures), so very good again.
- 3 The CVG hit logo - cool and modern. What more can I say?
- 4 The little box with information on whatever computer

and console it's being reviewed on. Batter, but not much change.

5 Lastability replacing value. Great! About time too. What look you so long?

6 Bytesize. It may be saving space and money and giving more room for other things, but it's laid out like Mr YOB's hair. You don't know what picture goes with what review.

When the update section was brought in, I was over the moon. It was bursting with colour (in Bytesize, there's too much colour) and style. At least the coming soon feature is good. Sorry, 5% improvement and that's too much (Eh? - YOB).

7. Cheat Mode replaces Playmasters. Not much difference but the information is laid out much better and got more style.

Overall, the new CVG is an improvement with some bloody great illustrations laid out wonderfully and even more information. A great job. CVG is absolutely wicked. **YOB: Yeah, yeah, yeah. And if you could afford the train fare you'd come up here and kiss our boots. No cash for you, sonny. You'll have to try harder then that.**

TOP OF THE TABLE

Dear YOB,

I have some suggestions which I think will improve Computer and Video Games magazine:

1 How about giving release dates for new games which gives information on their publisher and prices etc. This would be very useful to your readers, even if it's only a page.

2. In a rival magazine, there is a league table showing - in their opinion - the best games they have ever reviewed. I think you should run a similar table but also include publisher, machine format, price and rating received. It could be updated monthly and, as you deal with all types of computers and consoles, you could print a list for a micro one month and then do another the next. This would ensure the league does not become too repetitive as it would change so much.

Anyway, keep up the good work on CVG and best of luck for the future.

SN Hardy, Sheffield.
YOB: Hare in Yob's corner I keep personal files of the best and worst letters received, people I hate most

in the western hemisphere, things to do with elx Chickan McNuggets and the most useless people this side of Swadan. You come atreight in at number three, just above the old

NAFFED OFF WITH NARCO

Dear YOB,

The other day, I bought Narco Police for my PC. In the manual it tells me I need it thus:

Insert the disk in "A", connect up the computer, game will load automatically.

I have tried this, but I always get a message "Not a system disk". Can you possibly help me with my dilemma?

Paul, Cardiff.

YOB: Nopa.

TURBO TROUBLE

Dear YOB,

I have recently visited an American Airbase in England. It was a really good holiday and was like visiting a small American city. In a lot of shops and video stores they had Turbo Grafix systems set up with a game unit called Kerth Courage. The graphics, gameplay and sound were brilliant - almost arcade perfect. The main thing stopping me buying it was its incompatibility with our voltage system. My question is, will someone design something that will allow it to run on our system and if so, when?

Patrick O'Brien, Coventry

YOB: If I had a pickled cucumber for every letter like this I'd throw them all up over Patrick and find a new thing better to do with my time. Lialen, thicko. Buy yourself a PC Engine on grey import (it's the same as a Turbo Grafix) and grab the cart of your choice. Lo and behold, it'll work on your power supply. Wow!



SEGA GAME GEAR

**Back-Lit
Screen**

**Volume
Control**

**Stereo
Sound**

**Brilliant
Graphics**



Great Games

get hold of these hot new games NOW!..



Super Monaco £19.99

Columns £10.99

G-Loo £24.99

Wonder Boy £19.99

we ain't PRETENDIN'

**Full
Colour
TV Tuner**
coming soon

**Battery
Pack**
available soon

**Full
Colour
Screen**

**Head To Head
Cables**
available soon



Actual Size
Game featured on cover
Castle of Illusion Sega only
Mickey Mouse £24.99

...plus these terrific
tasty titles!!!
Golden Axe £24.99
Shinobi £24.99
Psychic World £19.99
Dragon Crystal £24.99
Putter Golf £19.99
now...watch out every
month for more fantastic
games from SEGA!

**Game
Gear
only
£99.99**

SEGA

VIRGIN MASTERTRONIC LIMITED
18 PORTLAND ROAD, LONDON W3 4JA

• Game not included

REVIEW

PC

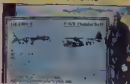
£29.99

BY ELECTRONIC ARTS

It's that man again - and back with a vengeance! Ace pilot and sky supremo Chuck Yeager returns to the cockpit for another slice of aerial action to make your head spin and your hair curl. Join Chuck through a wide variety of historic air battle conflicts. Wrestle all the controls of a faithful aircraft through the skies of World War II, Korea and Vietnam. Thrill to the excitement as you single-handedly wipe out a bomber formation and turn to take on their fighter escort. Jump as they line up to attack, guns blazing through the clouds. Then look down in dismay as bullets rip into the fuselage and wish your RAF-issue trousers were a deeper shade of brown. Sorry Chuck old man, which way to Bollama?

ACTION? GET IT TAPED!

One of the strongest features of the game is the video play-back option, which allows star war pilots to relive those glory days. Run back the tape to assess your flying skills, slow down the action for an in-depth look at your tactics and zoom through the boring bits on afterburner to zip straight back to the conflict! Neaaaaww! Watching the tape, you'll pick up all the small details you missed while the heat of combat dragged your attention away. So you shot down that Mig, eh? There's the pilot chapping in the corner, sailing slowly back to earth under his blue and white parachute. No medals for him. Ho Ho Ho!



Splash one MiG!

Lock on! lock on!



Detailed stats here.

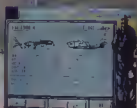
The P51D Mustang in all its glory!



Whel a cracker! Air Combat isn't a flight sim, it isn't an arcade game. It's something else - bang in the middle and the result works brilliantly. Here is a game where absolutely everything is under the player's control: except the bad guys, of course! Ironically

though, this is the game's one drawback - you find you have so much power that the incentive to achieve everything wanes after a while. Nonetheless, Electronic Arts have come up trumps with a package every PC owner should fight for. Great stuff.

TIM
BOONE



FLY HIGH IN HISTORY!

With a boxful of options at your disposal, Chuck certainly gives you plenty to play with. First up, you can choose to fly any of a multitude of pre-set historic missions - recreating combat scenarios from World War II, Korea and Vietnam. Having conquered that, you can create a mission of your own - deciding how many other planes you want to fly against, what they are and how well their pilots cut the mustard. This is where the fun really starts! Fancy a duck shoot? Line yourself up a few flights of B-52s without fighter escort and blow the blarney out of them from the comfort of the super fandango jet you chose from the options screen. For a close shave, try flying a B-52 at 10,000 feet against fifteen F-4s who hit you with a surprise attack. Hold onto your flying scarf and pray those suckers' guns are jammed.

▶▶ REVIEW



Blanket bombing ahoy!

CHUCK'S AROUND, SO CHOCKS AWAY!

Feeling lonely in the cockpit - the odds stacked against this job? Key making it back safe and sound? Never fear my lad, uncle Chuck's with you all the way! Mr C pops up with all manner of supremely handy advice, usually just when you're about to buy your ticket to the grave. He's also on hand with plenty of pie flight advice, including the lowdown on the planes you're about to encounter. "Talk about long odds!" chuckles Chuck if you set up an impossible mission. "You bought the farm," he informs the world as your plane crashes nose first into a little hillock. "There's always next time. There certainly is," cackles the mouse a couple of times and you're back among the clouds. Yippee!



▲ Closing in...

UPDATE

Good news for Amiga and ST flight fans - Air Combat is being converted for your machines and should be released by the end of the year, price £24.99

Chuck Yeager's AIR COMBAT

"He's in
my sights!"





▲ Formation flyers about to meet their doom!



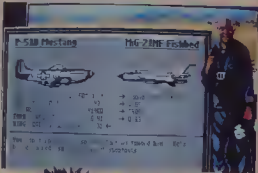
▲ Boom! Nice one!

WISHFUL THINKING...

So there I was in my F-4, flying at 20,000 feet when suddenly I was jumped by five Tomcats, three P-47 Thunderbolts and a Meacham ME-109. Quite what they were all doing there I didn't have time to ask. Instead I turned to face them coming head on, rested a sweating finger on the trigger button and wished I was back home playing on my computer... Wishful thinking? In Air Combat, it's all too real!



▲ Lining up for the perfect shot!



▲ Yeager and the P51D.



This cross between arcade game and simulation incorporates all the fast action thrills and spills of a brilliant high speed blaster without all the messing about between combat confrontations you usually have to suffer with in a simulation.

The combat is incredibly easy to get into and the sheer amount of game options means that all levels of gamesmanship are catered for. Whether you want to fly against another air ace, take on a fleet of bombers or get kamikaze klocks flying against fifteen other fighter aircraft simultaneously, this has it all!

**JULIAN
RIGNALL**



PC	
GRAPHICS	93
SOUNDS	90
PLAYABILITY	94
LASTABILITY	89
OVERALL	93

MEDLANTIC HI-TEC PRESENTS..... THE AMAZING SUMMER SALE

MEGADRIVE
+ ANY GAME
£139

SUPER FAMICOM
(SCART)
+ 2 GAMES
£295

MEGADRIVE

SYNOUD	£22	MAGICAL HAT	£24
ESWAT	£18	SHADOW DANCER	£22
HELLFIRE	£18	STRIDER	£28
OU BOY	£19	FINESIDE ANGEL	£23
GARES	£30	WONDERBOY II	£24
WICKY MOUSE	£24	JOHN MADDERS	£24

NEW RELEASES

MEGADRIVE		SUPER FAMICOM	
JAMES POND	£28	ULTRAMAN	£45
PGA GOLF	£28	AUGUSTA GOLF	£45
MIDNIGHT RESISTANCE	£37	DARKUS TWIN	£45
S. AIRWOLF	£37	BIG RUN	£45
MONSTER HUNTER	£26	SN CITY	£45

SUPER FAMICOM

BOMBUZAL	£30	MARIO 4	£40
POPULOUS	£35	GRADIUS II	£42
FINAL FIGHT	£43	PILOT WINGS	£43
FZERO	£43	HOLE IN ONE	£43

PC ENGINE
ALL SECOND HAND GAMES
£13

GAMEBOY
ALL TITLES
£23

NINTENDO

POWER GLOVE	£45	AMERICAN GAMES CONVERSION	£15
MARIO 2	£40	GOAL TALES	£40
5 MIPCHS	£40	MORE IS STOCK	
MEGAMAN 3	£40	TRADE ENIGMAS WELCOME	
TMNT 2	£40		

MANY MORE TITLES IN STOCK ON EVERY CONSOLE

TELEPHONE HOTLINE

(0455) 291865 (0860) 444587

10 CHURCH STREET,

MARKET BOSWORTH, WARWICKSHIRE

TELEGAMES

Europe's Largest Stock of Video Games and Cartridges for.

SEGA MEGA DRIVE

NINTENDO
SUPER
FAMICOM

PC
Engine

Nintendo

Intertainment

PC SUPER GRAFX

COLLECTOR

ADAM
2000
and
7000

SNK
Neo-Geo

SEGA

A LYNX

NINTENDO
GAMEBOY

GAME
GEAR

PC
Handheld

Also available one great video (over 400 games shown)

What Games can I buy?

Which console is compatible?

Do I need a monitor? What is SCART?

How about INTSC- PAL-SECAM?

All these and more, answered for just £14.95
plus £1.00 p.p.p. Order Now

TELEGAMES

Wigston, Leicester LE8 1TE
(0533 880445) (0533 813606)

SAE for full list or phone you order now
Shift Europe's Largest Video Game Centre



ALL NEW GAMEBOY CARTRIDGES
FROM THE USA
EUROPE'S LOWEST PRICES



GAMEBOY + EARPHONES + 2 PLAYER LEAD + TETRIS = £52.50
TV GAMES SWITCH £12.99 - GAMEBOY CLEANING KIT £9.99

THE HOTTEST TITLES!

BATMAN
NINJA BOY
OPERATION C
NEMESIS
KUNG FU MASTER

19 99 SKATE OR DIE
19 99 DRAGON LAIR
19 99 NINJA TURTLES
19 99 CASTLEVANIA
19 99 W W F SUPERSTARS

19 99 NOBUNAGA'S AMBITION
19 99 GREMLINS II
19 99 FIRST OF THE NORTH STAR
19 99 GODZILLA
19 99 PAPER BOY

19 99
19 99
19 99
19 99
19 99

BUDGET TITLES!

BALLOON KID
RADAR MISSION
KING OF THE ZOO
KWIRK

15 99 SUPER MARIO LAND
15 99 SPIDER MAN
15 99 TENNIS

15 99 Q BILLION
15 99 LSP CONTROLLER
15 99 MR CHINS COURMET
15 99 ALLEYWAY

15 99
15 99
15 99
15 99

OTHER GREAT TITLES!

SHANGHI
SERPENTS
PLAY ACTION FOOTBALL
POWER MISSION
BUBBLE BUBBLE
LOCK N CHASE
DEXTERITY
N.B.A. ALL STAR CHALLENGE

19 99 HYPER LOAD RUNNER
19 99 OUIX
19 99 HEIKANKYO ALIEN
19 99 PENGUIN WARS
19 99 SNOOPY
19 99 DR. MARIO
19 99 CYRAID
19 99 FUPULL

19 99 SUPER SCRAMBLE
19 99 JEOPARDY
19 99 GARGOYLES QUEST
19 99 HAL WRESTLING
19 99 QUARTH
19 99 ISHIDO
19 99 MERCENARY FORCE
19 99 COSMO TANK

19 99
22 99
15 99
19 99
19 99
19 99
19 99
19 99

SPECTACULAR GAMES!

FINAL FANTASY
BATTLE BULL
LIGHT BOY

25 99 DEAD HEAT SCRAMBLE
19 99 DEAD ALIAN OPUS
23 50

19 99 BURI FIGHTER
19 99 ZOOMER
19 99 ULTIMATE SUPER STICK

19 99
19 99
19 99

PLEASE ADD £1.50 POST AND PACKING FOR CARTRIDGES AND ACCESSORIES AND £5.00 FOR CONSOLES
MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO POWER PLAY EUROPE, FIRST FLOOR, 7 HARFLEUR COURT,
COTTINGTON CLOSE, LONDON SE11 4RW
PLEASE INCLUDE YOUR ORDER DETAILS NAME, ADDRESS AND PHONE NUMBER ON THE REVERSE SIDE OF CHEQUES
CONTACT TELEPHONE 0831 801277 (Vodafone)

REVIEW

GAME GEAR

£25.00

BY SEGA

It's a tough old world for the average Ninja when all his mates are suddenly kidnapped and brainwashed into joining the baddies. Oh well, so pose it's time to rescue them.

In this well-hard Game Gear beat 'em up you take the role of the single Shinobri to battle against the evil forces holding a quartet of buddies hostage in four locations. Battle across the highway, the valley, the woodland and the harbour in a bid to save your captured chums from doom.

Lurking at the end of each level is a destitute boss which is - GASPI - under the control of one of your Shinobi mates! Defeat the boss and the Ninja quickly comes to his senses and joins your side. From then on you can call upon your forces at any moment to take over the action, using their own special weapons and skills to do away with the terrible perils inside the last level - Neo City.

KNOW YOUR PLACES!

At the start of the game you have a choice of four locations in which to play, each requiring a different blend of skill and strategy to overcome the obstacles in your path. Here's a quick guide:

▲ The round select screen.



▼ Highway



▲ The Highway level!



▲ The riverside valley level.



Hiriyaa! GG Shinobi is just the business! This must be one of the best beat-'em-ups I've ever played - even managing to knock some arcade games into a cocked hat. The graphics are excellent, the gameplay superb and the attention to detail absolutely amazing. You'll

find it hard to believe that so much has been crammed into a portable game and will wear down a fair few batteries before beating this. GG is a showpiece for the Game Gear, showing just what's possible on Sega's colour handheld. More of the same, please!

TIM
BOONE

THE HIGHWAY

This level is quite easy and the powerful Pink Shinobi lies at the end so it's a good place to start. Jump and slash your way across the tops of the cars and lorries hurtling along the road, taking the masked madmen in your stride and leaping from vehicle to vehicle. Be careful though - these suckers are armed with all sorts of guns, bombs and big fists. Taxi!

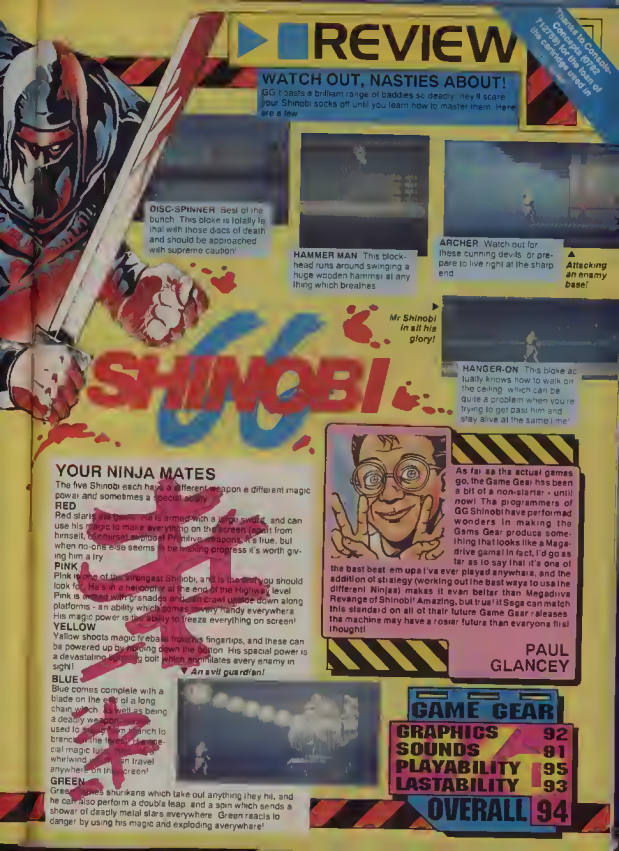
▼ GG at the harbour!



THE HARBOUR

Once you've released Pink, select this level where he can hang from galleons and lob bombs all over the shop. Run through the ships, kicking seven bells out of the baddies. Frog suits don't help either - best to send you splashing to your doom.





REVIEW

WATCH OUT, NASTIES ABOUT!

GG tasters a brilliant range of baddies so deadly they'll scare your Shinobi socks off until you learn how to master them. Here are a few

DISC-SPINNER Best of the bunch. This bloke is totally lethal with those discs of death and should be approached with supreme caution!

HAMMER MAN This block-head runs around swinging a huge wooden hammer at anything which breathes

ARCHER Watch out for these cunning devils or prepare to live right at the sharp end

▲ **Attacking an enemy base!**

Mr Shinobi in all his glory!

HANGER-ON This bloke actually knows how to walk on the ceiling, which can be quite a problem when you're trying to get past him and stay alive at the same time!

YOUR NINJA MATES

The five Shinobi each have a different weapon, a different magic power and sometimes a special ability

RED

Red starts the game. He is armed with a large sword, and can use his magic to make everything on the screen (apart from himself, of course) explode! Primitive weapons, it's true, but when no-one else seems to be making progress it's worth giving him a try.

PINK

Pink is one of the strongest Shinobi, and is used if you should look for. He's in a helicopter at the end of the Highway level. Pink is armed with grenades and can crawl upside down along platforms - an ability which comes in very handy everywhere. His magic power is the ability to freeze everything on screen!

YELLOW

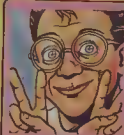
Yellow shoots magic fireballs from his fingertips, and these can be powered up by nodding down the button. His special power is a devastating lightning bolt which annihilates every enemy in sight!

BLUE

Blue comes complete with a blade on the end of a long chain which, as well as being a deadly weapon, can be used to swing him from branch to branch in the forest. His special magic lets him ride a whirlwind which can travel anywhere on the screen!

GREEN

Green throws shurikens which take out anything they hit, and he can also perform a double leap, and a spin which sends a shower of deadly metal stars everywhere. Green reacts to danger by using his magic and exploding everywhere!



As far as the actual games go, the Game Gear has been a bit of a non-starter - until now! The programmers of GG Shinobi have performed wonders in making the Game Gear produce something that looks like a Mega-drive game! In fact, I'd go as far as to say that it's one of the best best games I've ever played anywhere, and the different strategy (working out the best ways to use the different Ninjas) makes it even better than Megadrive's Revenge of Shinobi! Amazing, but true! If Sega can match this standard on all of their future Game Gear releases the machine may have a rosier future than everyone first thought!

**PAUL
GLANCEY**

GAME GEAR

GRAPHICS	92
SOUNDS	81
PLAYABILITY	95
LASTABILITY	93

OVERALL 94

REVIEW

ST

£29.99

BY DOMARK

as many
then
s can
back home
As soon as the
s tantly
base ball a batter
Meanwhile on
I - i er has
m s h a - rra wa
a strike and e
Once three e have been
bat a d ersa
do after that re - Ga
d' what m - e are - sa
and perhaps lay all



I must say, if you like Baseball games RBI 2 Baseball is probably the best one on the market at the moment. However if you're not really interested in Baseball this polished Domark effort won't appeal to you at all. Unfortunately, I'm a member of the latter category

and after a few minutes found the gameplay to be rather repetitive. Just hitting the ball and running, or running for the ball and throwing just didn't seem to be my cup of tea. Indeed, after about half an hour's play I'd gone completely off the game. The graphics are very nice and the sound is similarly impressive with some decent samples. The two-player mode increases the longevity of the game somewhat, but doesn't really add that much in the way of variety to the game. RBI 2 Baseball is mildly diverting, but for the hefty price (£29.99) I find it hard to strongly recommend this game.

**RICHARD
LEADBETTER**

BATTING 'N' PITCHING!

The main action of the game takes place on this 3D screen. All that really happens is that the pitcher throws the ball, and it's the batter's job to slog it as far possible. Both the pitcher and the batter can slightly alter their positions, and the pitcher is capable of throwing a fast or slow ball, and can put spin on it to make it curve left or right, in the hope that this will completely flummox the batter.

HOME RUN!

As soon as the bat connects with the ball the viewpoint changes to a bird's-eye view of the pitch which scrolls to follow the movement of the ball. Now it's the fielders' job to get the ball to the appropriate base to stop the batter from getting any nearer to home. If the fielders are a bit clumsy and waste time then the batter may be able to steal one more base and get that much closer to home. If he hits the ball as far as the crowd, he is awarded a home run, and he and all the other batters on the diamond get to run all the way to home base in complete safety, each scoring a run.

RBI B

WHAT DOES RBI STAND FOR?

RBI actually stands for Runs Batted In, which in English means the amount of runs scored as a result of a single player's hit, which could be either his runs, or the runs scored by getting other players back home. So now you know!



COMPUTER BASEBALL

Although there have been a number of Baseball games released in Britain, none of them have ever been really popular, probably because the sport itself isn't popular over here. The most successful of such games must be *Acadcade's Hardball* which was programmed in the USA. In the USA and Japan Baseball is extremely popular of course, so not surprisingly there are loads of Baseball games on console. Among them are Sega's *Great Baseball* and *The Baseball*, Nintendo's *Baseball* and Neo-Geo's *Super Baseball Stars* (a game with brilliant sampled commentary - pity it costs £150.00!). Recently Megadive owners have been wowed by *Super League Baseball*, whilst *Acadcade* have just finished converting *Hardball* to the same 16-bit system! Probably the most comprehensive Baseball games have appeared on the PC Engine, and the *Power League* series is now in its third instalment! However, Cinemaware are pitching in (to help with their TV Sports Baseball which should spice up the competition, if it survives that company's recent financial problems).



I quite like the idea of computer baseball but I've always been put off by all the fiddly details and statistics which get in the way of the gameplay. Well, that's one flaw *RBI* doesn't have - the controls are pretty simple, and you don't really have to take that much notice of all

the statistics, so it's quite easy to get into. It also scores Brownie points for its smart presentation, the samples and the Diamondvision screen, which looks great. Unfortunately, even with all this going for it, the game isn't as much fun as you'd expect. Soccer and American Football are full of fast action and tactics and maybe it's just that Baseball doesn't make as good a computer game because it doesn't have enough of these two qualities. Whatever it is, I have my doubts about whether I would get thirty quid's worth of enjoyment out of *RBI*.

**PAUL
GLANCEY**

ST

GRAPHICS	84
SOUNDS	82
PLAYABILITY	72
LASTABILITY	60

OVERALL 70

YOUR INVITATION TO WIN FROM DIAL-A-QUIZ

COMMODORE AMIGA
SCREEN GEMS OUTFIT
0839 - 121 - 161

SEGA MEGADRIVE
PLUS ANY GAME YOU WANT
0839 - 121 - 162

WIN

SUPER FAMICOM
PLUS ANY TWO GAMES
0839 - 121 - 163

GAMEBOY
INCLUDES TETRIS
0839 - 121 - 164

AND REMEMBER, YOU CAN ENTER ALL COMPETITIONS AS ANY TIMES AS YOU LIKE

All calls last approximately 4 minutes
If you are under 18 please get the permission of who ever pays the bill.
HAVE YOU WON!? RING THE WINNERS LINE 0839-121-165 (Call last approx 30 seconds)
Calls are charged at 34p per minute cheap rate. 45p at all other times.

P.GROVE. DIAL-A-QUIZ, P.O. BOX 11, SKEGNESS, Lincs, PE25 3NL

ACCESS/VISA
24HR MEGALINE
0722 351220

MEGAMIX

ALL ITEMS
SENT BY FIRST
CLASS POST



PRICE PROMISE!!

EXCHANGE SERVICE
FOR MEGA DRIVE OWNERS
NEW FOR OLD . . . £10.00
OLD FOR OLD . . . £5.00
(Please phone for details on other models)

NINTENDO GAMEBOY
NINTENDO GAMEBOY . . . £64.95
ALL NINTENDO GAMEBOY GAMES,
SAVE £10.00 OFF USUAL R.P.P.
IN OUR LIMITED OFFER
NOW ONLY £19.95 EACH

SUPER FAMICOM
NINTENDO SUPER FAMICOM . . . £225.00
FAMICOM + ONE GAME . . . £145.00
FAMICOM + TWO GAMES . . . £195.00
ALL FAMICOM GAMES ONLY £42.00

MEGADRIVE SPECIAL OFFERS
JAPANESE CONVENTION . . . £119.95
AV LEAD . . . £9.95
LARGO JOYRIDE . . . £119.95
REG. 1. JAPANESE . . . £119.95
STEELER . . . £29.50

ATARI LYNX
ATARI LYNX . . . £74.95
SAVE £8.00 OFF OUR USUAL PRICE OF
£28.95 AND PAY ONLY **£33.95**, FOR
ANY ATARI LYNX GAME (Dry while stocks last)

(Dept OMX1), 44 Asnden Walk, Tonbridge, Kent. TN10 3RL
WE WILL BEAT ANY PRICE IN THIS MAGAZINE THAT IS CHEAPER THAN OURS BY £1

SEGA MEGADRIVE
PLUS ANY GAME UP TO £27.00
NOW ONLY £134.95

SEGA MEGADRIVE
PLUS ANY GAME UP TO £50.00
WORTH £240.00 NOW ONLY **£149.95**

MEGA MEGADRIVE OFFER
SEGA MEGADRIVE + SEGA MEGADRIVE + MICKY MOUSE + JOYPAD + TURBO JOYPAD
WORTH £285.00 NOW ONLY **£185.00**

MEGA MEGADRIVE GAMES

Alien Hordes	£31.95
Alien Invasion	£32.30
Alien Invasion II	£32.30
Alien Invasion III	£32.30
Alien Invasion IV	£32.30
Alien Invasion V	£32.30
Alien Invasion VI	£32.30
Alien Invasion VII	£32.30
Alien Invasion VIII	£32.30
Alien Invasion IX	£32.30
Alien Invasion X	£32.30
Alien Invasion XI	£32.30
Alien Invasion XII	£32.30
Alien Invasion XIII	£32.30
Alien Invasion XIV	£32.30
Alien Invasion XV	£32.30
Alien Invasion XVI	£32.30
Alien Invasion XVII	£32.30
Alien Invasion XVIII	£32.30
Alien Invasion XIX	£32.30
Alien Invasion XX	£32.30

Chameleon	£34.95
Chameleon 2	£34.95
Chameleon 3	£34.95
Chameleon 4	£34.95
Chameleon 5	£34.95
Chameleon 6	£34.95
Chameleon 7	£34.95
Chameleon 8	£34.95
Chameleon 9	£34.95
Chameleon 10	£34.95
Chameleon 11	£34.95
Chameleon 12	£34.95
Chameleon 13	£34.95
Chameleon 14	£34.95
Chameleon 15	£34.95
Chameleon 16	£34.95
Chameleon 17	£34.95
Chameleon 18	£34.95
Chameleon 19	£34.95
Chameleon 20	£34.95

Conquest	£34.95
Conquest 2	£34.95
Conquest 3	£34.95
Conquest 4	£34.95
Conquest 5	£34.95
Conquest 6	£34.95
Conquest 7	£34.95
Conquest 8	£34.95
Conquest 9	£34.95
Conquest 10	£34.95
Conquest 11	£34.95
Conquest 12	£34.95
Conquest 13	£34.95
Conquest 14	£34.95
Conquest 15	£34.95
Conquest 16	£34.95
Conquest 17	£34.95
Conquest 18	£34.95
Conquest 19	£34.95
Conquest 20	£34.95

PRICE PROMISE!!

MEGA HIRE SERVICE
MEGADRIVE GAMES . . . £3.50 per week
GAMEBOY GAMES . . . £3.50 per week
FAMICOM GAMES . . . £3.50 per week
(Please phone for details)

SEGA MEGA GEAR £99.95
IN MEGADRIVE GAMES, SAVE £15.00 OFF USUAL
SEGA MEGA GEAR . . . £99.95
MAGNETIC GP . . . £19.95
COLUMNS . . . £19.95
FINGO . . . £19.95
MAZE . . . £19.95
BASEBALL . . . £19.95
ZAM GEAR . . . £19.95

MEGADRIVE MEGA OFFERS

LIMITED OFFER LIMITED OFFER
ANY ONE OF THE NEW JAPANESE GAMES
LISTED BELOW ONLY **£24.95 EACH**

ESWAT	INSPECTOR X
GHOSHTEASTERS	CYBERBALL
WICKED WICKED	ARROW FLASH
WHIPFLASH	GAIN GROUND
MEL FIRE	MAGICAL HAT
BLINDING VOICE	SHADOW
DI BOY	DANCE
SUPER	FIST OF NORTH
BASEBALL	STAR
WONDERBOY	WONDERBOY
DARWIN 401	WONDERBOY
CURSE	WONDERBOY

TO ORDER, PLEASE STATE ITEMS YOU REQUIRE, TOGETHER WITH PAYMENT, MADE PAYABLE TO 'MEGAMIX', OR PLACE YOUR ORDER ON
OUR CREDIT CARD HOTLINE 0722 351220. OVERSEAS ORDERS ADD £5. ALL PRICES ABOVE INCLUDE VAT, POSTAGE AND PACKAGING.
MEGAMIX SOFTWARE (DEPT X1) 46 ASDEN WALK, TONBRIDGE, KENT, TN10 3RL

CONTROL

REVIEW

THE STRATEGY GAME

If you want something a bit more involved than a shoot 'em up, choose the Strategy option on the title screen. You are then presented with different scenarios.

A spinning star map appears showing Alliance and Hierarchy forces, with their respective colonies and mining outposts. It's up to each side to capture all of the enemy's territory and destroy the enemy ship by ship. The colonies and mines keep the ships stocked and fueled.

There are options to let you start the strategy game with the computer controlling your side's strategy while you fight the battles (PSYTRON) or vice versa (CYBORG).



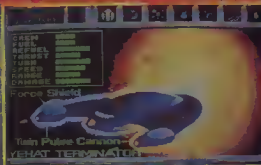
EARTHLING CRUISER

This ship has a pretty slow drive, but can turn quickly to fire its guided nuclear missiles. The missiles aren't too accurate, so it's a good job the Earthling ship is equipped with point-defence lasers which rapel enemy ships. ▼ A long-range attack craft.



YEHAT TERMINATOR

Powerful guns (which sound suspiciously similar to an X-wing fighter's cannon) and a protective shield make this one of the Alliance's best fighting craft. It's just a shame it's not as nippy as the Angularlesley Skiff. ▼ A deadly fighter.



SHOFXTI SCOUT

A very weak ship, with a small crew and a puny cannon. However, it is fitted with The Glory Device, which has to be primed by pressing C twice. Make sure you're right next to the enemy then press C again and the device blows the ship to smithereens, as well as inflicting heavy damage to anything nearby.



MMNNMHRM X-FORM

This ship can transform from a slow, but manoeuvrable craft with twin laser beams, to a fast but high-uncontrollable fighter which fires homing rockets. Make sure you always have enough energy to effect the transformation or you can get into trouble. ▼ A swing-wing ship!



CVG HIT

▼ Yikes!

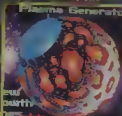
▼ This ship can grow its own crew!

▼ 8 teen and



ANDROSYNTH GUARDIAN

One of the most poorly drafted ships in the game, the Guardian is very sluggish and is armed with a completely hopeless main weapon which releases a cloud of wandering acid bubbles.



MYCON PODSHIP

A huge, sluggish ship resembling a hollow meteor, the ship is a plasma generator which shoots high-speed missiles made of balls of devastating energy.



UR-QUAN DREADNOUGHT

UPDATE

Star Control has been out on all other formats for quite a few months now, but even the Amiga version (which looks very similar to the Megadrive version) isn't as playable as this one because it's cursed with loads of disk-sweeping. If you've two drives though, it's worth checking out.

THE UR-QUAN HEIRARCHY



PILRATH AVENGER

This certainly looks like a powerful craft, but it is quite slow and the flame weapon has a very short range so it is only a match for the falcons of the Alliance fleet.



SPATHI DISCRIMINATOR

This craft may look clumsy but it is one of the Hierarchy's fastest and most manoeuvrable ships.



Don't be fooled! This game may look like a pile of crud, but it is one of the most enjoyable Megadrive titles I've played in ages! There are all those weapons to play with, and a lot of the fun comes from learning the best way to use them, and which ships make the best opponents.

With two players this process is unbelievably good fun, but be prepared for a lot of rude words as your ex-companion blows up your best ship! Even the computer player is good, especially if you play on either the medium or highest of the three levels. The easiest opponent doesn't use the special weapons, but the other two are so clever it's like playing a human. The graphics are excellent - nearly all of them are sampled from SF movies or TV programmes. Anyone after something different from the usual scrolly-blast pap that's finished in a couple of days has just got to try Star Control. It's a whole new universe!

**PAUL
GLANCEY**



UMCEN DRONE



VUX INTRUDER

This Klingon look-alike is fitted with a long-range laser cannon, but isn't too manoeuvrable so that weapon isn't much use. However you can even the odds by releasing green spores which home in and stick to the enemy ship, reducing its speed and manoeuvrability drastically.

MEGADRIVE

GRAPHICS	80
SOUNDS	88
PLAYABILITY	91
LASTABILITY	90
OVERALL	90

CARTRIDGE EXCHANGE

SUPER FAMICOM, SEGA,
MEGADRIVE, NINTENDO, GAMEGEAR,
LYNX & GAMEBOY CARTRIDGES
NEW, USED & PART EXCHANGED
TELEPHONE OR SEND SAE FOR DETAILS

0532 360650

PUDSEY COMPUTER SHOP
161 RICHARDSHAW LANE, PUDSEY
LEEDS LS28 6AA, WEST YORKSHIRE

JOKE OF THE CENTURY
0898 800 208

BAD TASTE JOKE LINE
0898 800 210

FAT FRED'S RUDE JOKE
0898 800 207

AUSIE NAUGHTY JOKE
0898 800 201

ULTRA NAUGHTY JOKE LINE
FOR READER OF SMALL PRINT
Dial 800 205



NAUGHTY JOKE LINE
0898 800 242

HORROR LINE
0898 800 208

These calls are made after 10pm. Your standard phone rate, please. See your phone's meter for details. Calls cost 34p per min. Cheap rate, 14p at all other times inc VAT

NOO NINTENDO NINTENDO NINTENDO N

OWNERS

Did You Know

That there are over 250 Titles available through us for your NES?
That we will convert your console to accept these titles for only £19.95?
That you get a free 3 month warranty and most units are returned within 14 days?
If you didn't, then find out even more about our special offers by dropping us a line... NOW

**Nintendo, Gameboy
Megadrive
Accessories for above
(Power gloves now available)**

ROGUE
RESEARCH

Phone or FAX (0474) 762 4125
STATIONERS & PRINTERS OF AMERICA INC.

Write to:
ROGUE RESEARCH
P.O. BOX 290,
GLASGOW
G22 1DY

MEGADRIVE + FAMICOM FROM SHAFWARE LTD

MEGADRIVE: Latest Japanese model. Runs all cartridges. English instructions. Includes ANY game. £149.99

FAMICOM: Best Pal in the U.K. call for Prices

ALL THE LATEST GAMES ARE AVAILABLE FOR MEGADRIVE, FAMICOM, GAME GEAR, GAMEBOY AND PG ENGINE

SPECIAL OFFERS Mickey Mouse £24, Spider £32, ESQAT £18, Hellfire £28, Thunderbolt III £30, Magical Hat £28, Moonwalker £28

ALL GAMEBOY GAMES £19.95 OR £19.95

**CALL US ANYTIME
(MON - SUN) ON:
081 763 0437**

**ALL ORDERS DESPATCHED SAME DAY SUBJECT TO AVAILABILITY
P&P: £1 GAMES £5 CONSOLES**

SHAFWARE LTD
27 SMITHDOWN ROAD
SURREY
CR1 4NG

S.G.M.
SOLID GOLD MARKETING LTD.

MEGADRIVE GAMES

MIDNIGHT BERNANCE 35.95
FORBIDDEN CITY 29.95
RENNING IN DARKNESS 37.95
KAGEKI 29.95
VERYTEX 29.95
SUPER AIR WOLF 29.95
FANTASY STAR III 37.95
DICK TRACY 29.95
BATTLE GOLFER 31.95
GALAXIES 25.95
WONDERBOY III 25.95
HARD DRIVING 25.95
CRACKDOWN 25.95
MAGICAL HAT 25.95
FIRE SHARK 25.95
ELEMENTAL MASTER 25.95
AFTER BURNER II 25.95
SHADOW DANCER 25.95
MICKEY MOUSE 25.95
DYNAMITE DUKE 25.95
BURNING FORCE 25.95
DARIUS II 25.95
PHILLO 25.95
STRIDER 25.95
HELLFIRE 25.95
GHOSTBUSTERS 25.95
TWIN HAWK 25.95
KLAX 25.95
INSECTOR X 25.95
KING OF THE SWORD 25.95
DJ BOY 25.95
DA VINCI 25.95
ELFER MONICO GP 25.95
OTNOUG 25.95

SUMMER SALE



SUPER FAMICOM

F-ZERO 41.95
SUPER MARIO WORLD 41.95
BOMBLIZAL 35.95
POPULOUS 41.95
ACTRAIZER 41.95
PILOT WINGS 41.95
GRADUS III 39.95
FINAL FIGHT 41.95
SUPER DEFORMER 41.95
HOLE IN ONE GOLF 41.95
BIG BUN 41.95
ULTRAMAN 41.95
BIM CITY 41.95
SUPER PRO BASEBALL 41.95
DARIUS TWEN 41.95

GAME GEAR

MONACO GP 22.95
COLUMBUS 22.95
WONDER BOY 22.95
DRAGON CRYSTAL 22.95
PONGO 22.95
G-LAC 22.95
CYCLIC WORLD 22.95
HEAD BUTTER 22.95
BASEBALL 22.95
POP BREAKER 22.95
WOODY POP 22.95
CHASE HQ 22.95
KINETIC CONNECTION 22.95
MICKEY MOUSE 22.95
DEL VISH 22.95
G.G. SHINOBI 22.95

NEO-GEO

NAM 1975 95.95
MAGICIAN LORD 95.95
MAHJONG FEVER 95.95
BASEBALL PRO 95.95
RIDING HERO 95.95
NINJA COMBAT 95.95
CYBER LIP 95.95
SUPER RPT 95.95
BOWLING 95.95
JOY JOY KID 95.95

GAME BOY

NINJA TURTLES 20.95
DR. MARIO 20.95
SUPER MARIO LAND 20.95
BOULDER DASH 20.95
BOMBER BOY 20.95
BUBBLE BOBBLE 20.95
MICKEY MOUSE II 20.95
8-TIPS 20.95
KLAX 20.95
DOUBLE DRAGON 20.95
BATMAN 20.95
TETRIS 20.95
CHASE HQ 20.95
FACMAN 20.95
FINNALL WANI 66 20.95
AFTER BURNIT 20.95
PRO-WRESTLING 20.95
WORLD CUP SOCCER 20.95
Q* 20.95
RAY THUNDER 20.95

HARDWARE

SUPER FAMICOM WITH 7 GAMES 449.95

SUPER FAMICOM WITH 2 GAMES 278.95

MEGADRIVE & PSU & PAD & GAME 129.95

ARCADE POWERSTICK 28.95

GAME GEAR & 3 GAMES 149.95

CD ROM & INTERFACE FOR PC ENGINE (CORE GRAFX) 279.95

NEO-GEO 349.95

GAME BOY 64.95

LIGHT BOY 19.95

SUPER GRAFX & BATTLE ACE 89.95

CORE GRAFX & GAME 126.95

PC ENGINE GT & GAME 210.95

**NOTE: SOFTWARE INCLUDES P&P
HARDWARE EXCLUDES P&P**

PHILLIPS 8833 MCN MONITOR 280.00
FULFILLED WITH FAMICOM LEAD IF REQUIRED

OTHER DEALS ON HARDWARE AVAILABLE

MORE GAMES AND PRODUCTS AVAILABLE. SPECIAL ORDERS AND ONE OFF'S TAKEN. FOR MORE INFORMATION AND ORDERS RING 0389 55973. TRADE AND OVERSEAS ENQUIRIES WELCOME.

THE

disk ... double disk ... double disk ... double disk ...

One
for

ALL YOU NEED TO
KNOW ABOUT AMIGA
GAMING!

AMIGA GAMES

TWO FULL GAMES

Yes - that's right! The next issue of the world's greatest Amiga games magazine will carry an incredible two full-price games on its cover-mounted disks!



ATOMIX

Thalion's brain-bending puzzling masterpiece!

PUFFY'S SAGA

Cute and colourful arcade action from Ubi Soft



PLUS!

WORK IN PROGRESS GOES WILD!

We peek behind the scenes at four of the hottest forthcoming games...
Populous 2!
RoboCop 3!
Indiana Jones And The Fate Of Atlantis!
Core's Thunderhawk!

Keep ahead of the game with The One - next issue on sale June 26th

THE CVG QUESTIONNAIRE

CALLING ALL GAMERS - Here's your chance to help CVG remain the best all-format computer games mag in Britain, Europe - probably the world! We want to know what YOU think of the magazine. Why? So we can make it even better! What's more, we've got a cool grand's worth of software up for grabs. Plus, we'll send £200 worth of free software to the first five completed questionnaires pulled out of the hat. So what are you waiting for? Just fill in the form, carefully remove this page from the magazine, pop it into an envelope and send the whole caboodle off to: CVG QUESTIONNAIRE, PRIORY COURT, 30-32 FARRINGTON LANE, LONDON EC1R 3AU. Closing date is August 16, after which we'll digest your answers and send off those prizes pronto!

ABOUT YOU

NAME.....

ADDRESS.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

- ☐ PLATFORM GAMES
- ☐ PUZZLE GAMES
- ☐ FILM/CELEBRITY TIE-INS
- ☐ ROLE PLAYING GAMES
- ☐ ARCADE ADVENTURES
- ☐ 3D ADVENTURES
- ☐ FLIGHT/BATTLE SIMULATORS
- ☐ TEXT ADVENTURES
- ☐ SOMETHING ELSE, NAMELY.....

HOW MUCH POCKET/SPENDING MONEY DO YOU HAVE PER MONTH?

- ☐ LESS THAN £10
- ☐ £10-20
- ☐ £20-30
- ☐ £30-40
- ☐ £40-50
- ☐ £50+

HOW MUCH MONEY DO YOU SPEND ON COMPUTER GAMES EVERY MONTH?

- ☐ LESS THAN £10
- ☐ £10-20
- ☐ £20-30
- ☐ £30-40
- ☐ £40-50
- ☐ £50+

ON AVERAGE, HOW LONG DO YOU PLAY A GAME?

- ☐ ONE WEEK
- ☐ A FORTNIGHT
- ☐ A MONTH
- ☐ SIX MONTHS

WHAT MAKES YOU DECIDE TO BUY A GAME?

- ☐ REVIEWS
- ☐ COST
- ☐ ADVERTISING
- ☐ PACKAGING
- ☐ RECOMMENDATION
- ☐ OTHER, NAMELY.....

WHAT ELSE DO YOU BUY?

- ☐ RECORDS/TAPES
- ☐ COMICS/MAGAZINES
- ☐ SWEETS/CRISPS
- ☐ POP
- ☐ CLOTHES
- ☐ OTHERS, NAMELY.....

APART FROM COMPUTER GAMES, WHAT DO YOU DO IN YOUR SPARE TIME?

- ☐ WATCH TELLY
- ☐ HIRE VIDEOS
- ☐ LISTEN TO RECORDS
- ☐ GO SHOPPING
- ☐ GO TO THE CINEMA
- ☐ GO TO CONCERTS
- ☐ PLAY SPORTS
- ☐ SOMETHING ELSE.....

IF YOU WERE OPENING A BANK ACCOUNT, WHO WOULD YOU BANK WITH?

- ☐ NATWEST
- ☐ MIDLAND
- ☐ BARCLAYS
- ☐ LLOYDS
- ☐ GIROBANK
- ☐ OTHER, NAMELY.....

WHICH OF YOUR MACHINES IS LESS THAN SIX MONTHS OLD?

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

HOW OFTEN DO YOU GO TO THE CINEMA?

- ☐ ONCE A WEEK
- ☐ ONCE A FORTNIGHT
- ☐ ONCE A MONTH
- ☐ ONCE A YEAR

WHICH OF THESE FILMS WOULD YOU GO TO SEE (IF THEY WERE MAOE)?

- ☐ TURTLES 2
- ☐ ROBOCOP 3
- ☐ PRECATOR 3
- ☐ ALIENS 3
- ☐ GHOST 2
- ☐ STAR WARS 4
- ☐ GREMLINS 3
- ☐ ET 2
- ☐ INDY 4
- ☐ BACK TO FUTURE 4

WHAT'S THE BEST MOVIE YOU'VE SEEN ON VIDEO RECENTLY?

WHAT SORT OF MUSIC ARE YOU INTO?

THE MAGAZINE

WHICH OTHER MAGAZINES DO YOU READ/BUY?

- ☐ ACE
- ☐ AMIGA ACTION
- ☐ AMIGA COMPUTING
- ☐ AMIGA FORMAT
- ☐ AMIGA POWER
- ☐ ATARI ST USER
- ☐ CLUB NINTENDO
- ☐ CRASH
- ☐ CU AMIGA
- ☐ GAMES-X
- ☐ MEAN MACHINES
- ☐ NEW COMPUTER EXPRESS
- ☐ PC LEISURE
- ☐ POPULAR COMPUTING WEEKLY
- ☐ RAZE
- ☐ SEGA POWER
- ☐ ST ACTION
- ☐ ST FORMAT
- ☐ THE ONE AMIGA
- ☐ THE ONE ST
- ☐ YOUR AMIGA
- ☐ YOUR COMMODORE
- ☐ ZERO
- ☐ ZZAP! 64

WHICH MAGAZINE IS YOUR FAVOURITE AND WHAT IS ITS BEST FEATURE?

WHY DO YOU BUY CVG?

- ☐ IT'S FIRST WITH THE NEWS
- ☐ IT'S GOOD VALUE
- ☐ IT LOOKS GOOD
- ☐ IT'S FULL OF REVIEWS
- ☐ IT'S GOOD FUN
- ☐ IT'S HONEST AND FAIR
- ☐ SOMETHING ELSE, NAMELY

PLEASE MARK THE FOLLOWING SECTIONS OF THE MAG FROM 1 TO 10 (10 = BRILLIANT, 1 = RUBBISH).

- ☐ COVERS
- ☐ CONTENTS
- ☐ ED FIRST
- ☐ NEWS
- ☐ REVIEWS
- ☐ PREVIEWS
- ☐ YOB'S MAILBAG
- ☐ CVG CHALLENGE
- ☐ CHEAT MODE

- ☐ SAGIE'S SCORERS
- ☐ CHARTS
- ☐ COMPETITIONS
- ☐ ARCADE ACTION
- ☐ NEXT MONTH

IS THE TEXT IN CVG REVIEWS

- ☐ TOO SHORT
- ☐ TOO LONG
- ☐ JUST RIGHT

ARE CVG REVIEW RATINGS

- ☐ TOO LOW
- ☐ TOO HIGH
- ☐ JUST RIGHT

ARE THE SCREEN SHOTS

- ☐ TOO BIG
- ☐ TOO SMALL
- ☐ JUST RIGHT

IS THE RATING SYSTEM

- ☐ JUST RIGHT
- ☐ REASONABLE
- ☐ POOR

WHAT DO YOU THINK OF THE RECENT CVG REDESIGN AND THE OVERALL LOOK OF THE MAGAZINE?

- ☐ GREAT
- ☐ OK
- ☐ POOR

WHAT ELSE WOULD YOU LIKE TO SEE?

- ☐ STAR INTERVIEWS
- ☐ FEATURES ON PROGRAMMERS
- ☐ GAME ROUNDOUPS
- ☐ GAMES IN PROGRESS
- ☐ FILM/MUSIC/VIDEO NEWS
- ☐ A COMIC STRIP
- ☐ POSTERS/STAR PICTURES

IS CVG'S 8-BIT COVERAGE

- ☐ TOO LOW
- ☐ TOO HIGH
- ☐ JUST RIGHT

16-BIT COVERAGE

- ☐ TOO LOW
- ☐ TOO HIGH
- ☐ JUST RIGHT

MEGAORIVE COVERAGE

- ☐ TOO LOW
- ☐ TOO HIGH
- ☐ JUST RIGHT

FAMICOM COVERAGE

- ☐ TOO LOW
- ☐ TOO HIGH
- ☐ JUST RIGHT

HANDHELD COVERAGE

- ☐ TOO LOW
- ☐ TOO HIGH
- ☐ JUST RIGHT

DO YOU BUY MEAN MACHINES REGULARLY?

- ☐ YES
- ☐ NO

IF NOT, WHY NOT?

FINAL COMMENTS ON CVG?

DIAL-A-TIP CHEAT-LINE



for cheats, tips, pokes and secrets on all computer and console games, ring now on

0898-10-1234

Updated weekly,
Live Computer Helpline:

0898-338-933

PRIZES FOR BEST CHEATS, TIPS, ETC.

INFERNO
Interactive Phone Games

£100 PRIZE

NOW ON LINE

0898-442777

Send to: PO Box 54, Southwest Manchester M15 4LY

Proprietor: Jacqueline Wright

Please ask permission of this person who pays the bill, calls charged at 33p per min. Cheap Rate: 44p per min at all other times

MC MARTINS MC C-O-N-S-O-L-E-S

34 Keswick Gardens, Redbridge,
Ilford, Essex IG4 5NB

To order phone our shop 081-621 0882 11am to 5pm or 081-650 5073 after 5pm.

MEGA DRIVE	Jap	U.K.	NINTENDO	Jap	U.K.
Samurai Blade	£34.00	£32.00	Batman	£24.00	£22.00
Super Real Baseball	£32.00	£33.00	Double Dragon II	£34.00	£32.00
Strike Hachigou	£34.00	£34.00	Turtles	£23.00	£26.00
Dick Tracy	£33.00	£33.00	World Wrestling	£34.00	£34.00
Cyberch	£33.00	£33.00	Gauntlet 2	£32.00	£32.00
Salal Ladyfist	£32.00	£32.00	Roadcop	£33.00	£33.00
Arnold Palmer's Golf	£32.00	£33.00	Mega Man II	£34.00	£34.00
Lakers Vs Celtics	£32.00	£33.00	Super Mario Bros	£30.00	£30.00
Hellfire	£32.00	£33.00	Duck Tales	£30.00	£30.00
Magnal Hall	£33.00	£33.00			
P.G.A. Golf	£34.00	£34.00	GAMEBOY	Jap	U.K.
Wreckin' Ball	£33.00	£33.00	Batman	£24.00	£22.00
James Pond	£34.00	£34.00	Operation C	£34.00	£34.00
Battle Squadron	£34.00	£34.00	Chase HQ	£25.00	£25.00
John Madden's Football	£32.00	£32.00	Robocop	£25.00	£25.00
Sword of Solon	£35.00	£35.00	Ghostsbusters II	£25.00	£25.00
Tiger Trail	£34.00	£34.00	R Type	£26.00	£26.00
Mickey Mouse	£35.00	£35.00	Ball'n' Pad	£24.00	£24.00
Ring Side Angel	£33.00	£33.00	Sedermann	£24.00	£24.00
Wonderboy II	£35.00	£35.00	Bubble Bobble	£24.00	£24.00
Batman	£35.00	£35.00	Dragons Lair	£24.00	£24.00
Darius II	£35.00	£35.00	F 1 Spirit	£25.00	£25.00
Strider	£35.00	£35.00	WWF	£34.00	£34.00
Super Monaco GP	£32.00	£33.00	N.B.A. Basketball	£24.00	£24.00
Vynfex	£31.00	£31.00	Roadside Cop	£24.00	£24.00
Moonwalker	£32.00	£32.00	F 1 Race	£21.00	£21.00
Shadow Dancers	£33.00	£33.00	Kung Fu Master	£24.00	£24.00
Revenge of Shindol	£32.00	£32.00			
Midnight Resistance	£37.00	£37.00			
Kagei	£32.00	£32.00			
Super Arrow	£33.00	£33.00			
Samurai Vastin	£33.00	£33.00			
Dynasty Duke	£32.00	£32.00			

We also stock a variety of games for the Game Gear, Lynx, Famicom, PC Engine, Sega MasterSystem & Commodore Amiga

To order simply phone or send a cheque to the above address.

24 hour delivery by hand for local orders!

VISIT OUR SHOP AT

100 WOOD STREET, WALTHAMSTOW, LONDON E17

SUPER FAMICOM PAL PRICE TOO LARGE?

WANT ONE.....WE HAVE SLASHED THE PRICE TO £199.00 ..
YES £199.00

ALL OF OUR FAMICOMS ARE IMPORTED AND HAVE A
PROFESSIONAL PAL I CONVERSION!

FAMICOM WITH ONE GAME IS £240.00 RING FOR GAMES

ALL MAJOR
CREDIT
CARDS TAKEN

ACORN COMMUNICATIONS
FENGATE PETERBOROUGH
FAX 0733 558732
0733 - 62206
(10 LINES)

PLEASE ADD £5.00
P&P FOR
CONSOLES AND
£1.00 FOR GAMES
TRADE ENQUIRIES
WELCOME

ARCADE ACTION

This wild n' wacky family, the Simpsons have just appeared in their very own coin-op - and it's just as nutty as their television programme!

The plot revolves around baby Simpson Maggie, who's been abducted by a group of jewel thieves. The only thing for it is for the rest of the family to go and rescue her from the clutches of the evil hoodlums.

Up to four players can participate, with each member of the Simpsons family selectable for battle. The mission of mercy is split into a variety of levels which run across the length and breadth of Springfield, addicts of the TV series will instantly recognise such locations as the funfair, the park, the main street and even Moe's Tavern!

Each level is packed full of hoodlums all out to nobble the heroic Simpsons and wear down their energy bars. Fortunately each member of the family carries a weapon with which to dispatch the baddies - so beat 'em up skills are the order of the day.

As with all games of this type, at the end of each level lurks a giant guardian who must be duffed over to progress onwards. At the end of level one there's a giant wrestler - next up is one of Krusty the Clown's minions. On the final level is the boss of the jewel thieves, defeat him and Maggie is rescued!

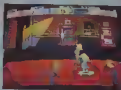


THE SIMPSONS

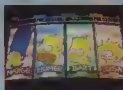


Similar in concept to the Turtles coin-op (hardly surprising, since it's designed to go into old Turtle cabinets). The Simpsons is nevertheless a thoroughly enjoyable game. The graphics are absolutely marvellous, from the brilliant movie-style introduc-

tory sequence showing Maggie's abduction to the in-game graphics, it's just like playing a cartoon. There are so many neat touches - just watch the expressions and reactions of the characters as they do battle, they're hilarious. The sound effects are also excellent - all sampled from the cartoon - and there's a version of the Simpsons tune thumping away maniacally in the background, which adds greatly to the frantic atmosphere. Add this all together, and mix in the mega-addictive gameplay and you've got a coin-op that offers loads of fun... and keeps you pumping in the credits!



EL JAZZO
RIGNALL



ARCADE ACTION



BALLOON BLOWING BALONEY



ARCADE	
GRAPHICS	83
SOUNDS	83
PLAYABILITY	94
LASTABILITY	89
OVERALL	91

WE'VE GOT THE POWER

A POWER-CRAZED
COLLECTION OF
No.1 HITS

PLUG INTO
THIS GALAXY
OF FUN AND
EXCITEMENT
FOR YOUR
COMPUTER



ST
n Now ISLANDS

AMIGA • ATARI ST
SPECTRUM • COMMODORE
• INSTAR (Compatible with CPC Plus)

POWER UP BY

ocean

OCEAN SOFTWARE LIMITED • 6 CENTRAL STREET • MANCHESTER • M2 5NS • TEL: 061 832 6633 • FAX: 061 834 0650

PREVIEW

VERSION
MASTER SYSTEM

DATE
SEPTEMBER

PRICE
£29.99

Sega owners aren't exactly well catered for when it comes to vertically scrolling shoot 'em ups (Powerstrike is probably the only decent one that comes to mind). Not to worry though, because Mirrorsoft are set to redress the balance with the release of Xenon 2: Megablast!

The aim of the game is pretty simple. Travel along the vertically scrolling play area roasting and a-roasting Xenites posterior with the aid of your attack lighter. Loads of pick-ups are on offer, ranging from heavy duty lasers to cannons and missiles. There are also the less interesting icons like the speed-up and smart bomb, made available simply by blasting away at the icon-carrying Xenites!

Mirrorsoft reckon that the Megablast game will be a pretty good September release, and from the looks of it, it certainly looks completely brilliant! Expect to see a copy of this game in your collection as soon as possible.



XENON 2

MEGABLAST

MEGABLAST VENUES

The original Amiga blast had five levels of blasting action, but due to memory restrictions only the best three can make it into the Sega cartridge. The idea is that the evil Xenites have planted time bombs in various stages of the Earth's past, and our time-travelling attack craft has to rescue history by annihilating each bomb in turn. But the Xenites aren't going to make things easy.



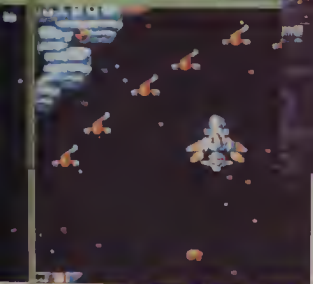


XENON 2

MEGABLAST

EXPLOSIONS 'R' US

At the end of each level, after the player has seen off a massive boss, a trip to the shop occurs. Here, the player can buy new weapons systems as well as sell off all of the obsolete systems. Side-fire, rear-fire, mines, drones, extra energy, massive lasers and cannons can all be purchased - if you've got the necessary wonga!



THE COMPARISON QUESTION

The ST and Amiga versions of Xenon 2: Megablast fared extremely well when they were first reviewed in CVG, scoring a massive 95% and 96% respectively! From the pre-production Sega version we've seen, the graphics look extremely close to the 16-bit originals, with the action only slowing down when there are a lot of sprites and bullets on-screen at the same time. There's also a surprisingly small amount of flicker as well.



ORIENTAL CONNECTION



UK Office

SEGA MEGADRIVE WITH ONE GAME	£139
SEGA GAME GEAR WITH ONE GAME	£125
NINTENDO SUPER FAMICOM WITH TWO GAMES	£290

SOFTWARE - LATEST RELEASES - BEST PRICES
•SPECIAL OFFERS•

MEGADRIVE	GAMEGEAR	FAMICOM	
Batman £31	Super Golf £21	Mano 4 £44	
Magical Hat £19	Mickey Mouse £21	Activaters £38	
Mickey Mouse £23	Psychic World £21	Hole In One £36	
Dick Tracy £31	Super Monaco £21	Gradius III £40	
Hell Fire £14	Baseball 91 £21	Sm City £43	
DJ Boy £14	Devilish £21	Populous £43	
ESWAT £12	Columns £21	F Zero £40	
Tiger Heli £31	Pop Breaker £21	Bombuzal £33	
Ka Ge Ki £33	Woody Pop £21	Big Run £40	
Mid Resistance £40	Pengo £21	Final Fight £44	

PLUS MANY MORE

8 PENN ROAD
MANOR PARK
SLOUGH
BERKSHIRE
SL2 1PO
TEL: (0753) 31759

PRESTON GAMES

13 LOWTHIAN STREET, PRESTON, LANC. PR1 2EP

TEL: (0772) 54857 FAX: (0772) 823344

SHOP HOURS 9.30 - 5.30PM MON - SAT

MAIL ORDER 9.00 - 8.00PM MON - FRI

9.00 - 5.00PM SAT, 10AM - 4PM SUNDAY

CARTRIDGE EXCHANGE SERVICE

NINTENDO GAMEBOY SYSTEM

USED "DOUBLE DRAGON"	£8 + YOUR OLD CART
USED "BAPEBOY"	£8 + YOUR OLD CART
NEW "CHESSMASTER"	£10 + YOUR OLD CART
NEW "WYV SUPERSTARS"	£10 + YOUR OLD CART
NEW "GEMALING 2"	£10 + YOUR OLD CART
+ MANY MORE	

NINTENDO SUPER FAMICOM

USED "POPULOUS"	£8 + YOUR OLD CART
USED "ACTRAISERS"	£8 + YOUR OLD CART
USED "PILOT WINGS"	£8 + YOUR OLD CART
USED "SUPER MARIO WORLD"	£8 + YOUR OLD CART
USED "S-TYPE II"	£8 + YOUR OLD CART
+ MANY MORE	

NINTENDO ENTERTAINMENT SYSTEM

USED "SKATE OR DIE"	£8 + YOUR OLD CART
USED "WORLD WRESTLING"	£8 + YOUR OLD CART
USED "DOUBLE DRAGON 2"	£8 + YOUR OLD CART
+ MANY MORE	

SEGA MEGADRIVE SYSTEM

USED "SUPER MONACO G.P."	£7 + YOUR OLD CART
USED "JOHN MADDEN FOOTBALL"	£7 + YOUR OLD CART
NEW "KA GE II"	£38 + YOUR OLD CART
NEW "WADONNA FOREST"	£38 + YOUR OLD CART
NEW "WOLFIE"	£38 + YOUR OLD CART
+ MANY MORE	

SEGA MEGADRIVE SYSTEM - ADVANCE ORDERS

SONIC THE HEDGEHOG (JULY)	£18 + YOUR OLD CART
ALIEN STORM (JUNE/JULY)	£20 + YOUR OLD CART
STREET SMART (JULY)	£20 + YOUR OLD CART
WRESTLE WAR (JUNE)	£20 + YOUR OLD CART

RING OUR HOTLINE ON (0772) 54857

FOR DETAILS AND LISTS

RING FIRST BEFORE SENDING ANY CARTRIDGES

WIN WIN WIN WIN WIN

WIN A FABULOUS



PLUS
TEN FREE
GAMES

FAMICOM

CALL NOW 0898 555531

CALLS ARE CHARGED AT A RATE OF 33p PER
MINUTE (CHEAP RATE) AND 44p PER MINUTE (AT
ALL OTHER TIMES)

L&D LEISURE, SHEFFIELD, YORKSHIRE, PLEASE
ASK PARENTS PERMISSION BEFORE CALLING

PRINCE of PERSIA

VERSION
MASTER SYSTEM

DATE
TBA

PRICE
£ TBA

Princoity Master System games freaks are in for a treat - the brilliant Prince of Persia will be taking a bow on a Sega near you soon!

Converted by Domark, publishers of the original sword-and-puzzle computer classic, this console conversion is looking very good indeed and (dare we say it?) actually better than the original.

Taking the role of a rather dashing young hero, run, jump and fight your way through screen after screen of puzzles, traps and bad guys to rescue the Princess from the nasty old Grand Vizier Jaffar.

She's trapped in her room high in the palace tower and you've been stripped of your sword and thrown in the dungeon. If you want to live happily ever after, you've got to get to that Damsel before the Sultan marries her.

The main strengths of the original Prince of Persia were its stunning animation and great playability. Work is now well under way on the Master System version and from what we've seen the results are looking absolutely brill.

Domark have paid a lot of attention to the graphics and spent some serious time making sure the game feels the same. We think this could be a very strong title for the MS, so watch this space for more news as soon as...



CAMBRIDGE CONSOLES

TEL: 0223 350422

SEGA MEGADRIVE (PAL) +
MICKEY MOUSE £129

SEGA MEGADRIVE (PAL) +
MICKEY MOUSE +
EXTRA JOYPAD £135

SEGA MEGADRIVE (PAL) +
ANY GAME UP TO £30 £149

SEGA GAME
GEAR GAMES
AND
GAMEBOY
GAMES ALSO
AVAILABLE
RING FOR
DETAILS

SUPER FAMICOM
INC 2 GAMES (Scart) £289
SUPER FAMICOM
INC 1 GAME (Scart) £265
SEGA GAME GEAR
INC 2 GAMES £140
SUPER FAMICOM (PAL) CALL
SEGA CD ROM COMING
SOON!

SALE NOW ON!

MEGADRIVE GAMES

EU Day £20.00
Ghostbusters £20.00
Haffley £23.00
Dynamite Duke £23.00
Mickey Mouse £23.00
Magical Hat £23.00
Shadow Dancer £23.00
Cuckoo £23.00
Wonderboy III £23.00
Strider £23.00
Elemental Master £23.00
Jolt £23.00
Joe Montana Pool £27.00
Aardbees £27.00
Dok Tracer £27.00
Dance II £27.00
Gynoid £27.00
Chaos £29.00
Vortex £29.00
Super Alamo £32.00
Midnight Resistance £34.00
Ka Ka Ki £33.00
Yakus III £33.00
Gonardus Bess £39.00
Aeros Odyssey £39.00
Wrestle War £39.00
Alan Storm £39.00

SEGA GAMEBOY GAMES

Big Run £29.00
Rampage £29.00
Gardar II £29.00
Pied Winger £29.00
Final Fight £40.00
P-Zap £39.00
Mario World £39.00
Populous £39.00
Darius Treat £29.00
Sm City £29.00
Jin Squadon £29.00
R-Type £29.00
R-Type II £29.00

NEO GEO GAMES

Neo Geo £100
New Releases £125
HARDWARE
Arcade Power Stick £32.00
Joypads £14.00
Japanese Converters £13.00

All goods purchased from us carry 12 months warranty.

Many other titles for all these formats available at the best prices!

Please make all cheques + P.O.'s payable to: CAMBRIDGE CONSOLES 78 AKEMAN ST CAMBRIDGE CB4 3HG TEL: (0223) 350422

ADD. £1 P&P FOR GAMES £2 P&P FOR HARDWARE £5 P&P FOR MACHINES 10AM TO 5PM ORDERS ONLY 6PM TO 8PM ENQUIRIES AND ORDERS MON - SUN

GIVE US A RING IF YOU WANT TO KNOW MORE ABOUT ANY OF THE GAMES WE DO PLAY THEM TOO!



CONSOLE SOFTWARE HIRE CLUB
LIFE MEMBERSHIP (INCLUDES ONE FREE HIRE)
7 DAY HIRE PERIOD

HIRE ANY TITLE FOR ONLY

SEGA MEGADRIVE - £3.50
SEGA MEGADRIVE - £3.50
PC ENGINE - £2.50
GAMEBOY - £2.50
ATARI LYNX - £2.50
SEGA GAME GEAR - £2.50

SECOND HAND GAMES WANTED

PLEASE SEND ME YOUR INFORMATION PACK

NAME _____
ADDRESS _____

POST CODE _____

TOWN/THE FOLLOWING CONSOLES

DWM,
122 STRATHERN ROAD,
DUNDEE, DD5 1JW
TEL: 0382 74912
FAX: 0382 77709



MADE IN JAPAN

SUPER FAMICOM (SCART) £299
INC'S 2 GAMES OF YOUR CHOICE. PLEASE CALL FOR AVAILABILITY OF PAL TV VERSION!

WE STOCK ALL THE LATEST CARTRIDGES

DARIUS - BIG RUN - SIM CITY - GOLF
BASEBALL - FINAL FIGHT - ULTRAMAN
UN SQUADRON - PILOT WINGS

MORE IN STOCK. PRICES FROM £35 UPWARDS

PHONE FOR OUR BEST PRICES & AVAILABILITY

WE STOCK MANY EXTRA ITEMS FOR THE FAMICOM
EG. AMPLIFIER KITS, DUSTCOVERS ETC

HIRE & EXCHANGE SERVICE NOW AVAILABLE

SEND A S.A.E. TO US & WE'LL SEND YOU
LOADS OF INFO AND OUR CUSTOMER
BULLETIN No 1. SEE OUR ADDRESS BELOW.

0363-773814 MON-SAT TILL 8PM!

MAIL ORDER ONLY PLEASE ADD £1 P&P FOR CARDS, ADD £5 FOR FAMICOM. PLEASE MAKE CHEQUES/POSTAL ORDERS PAYABLE TO 'MADE IN JAPAN', SEND TO:

2 QUEEN'S PARK, SHOBROOKE, DEVON EX17 1AB
ALL PRICES CORRECT AT TIME OF PRINT. WE RESERVE THE RIGHT TO CHARGE PRICE WITHOUT NOTICE. ALL TRADEMARKS ACKNOWLEDGED



CONSOLE * QUEST



Tel: (2903) 693623/63796 Office Hours: 10am-1pm 2-7pm Mon to Fri
IMPORTANT ANNOUNCEMENT. ALL OUR GOODS ARE NOW SENT OUT
RECORDED/REGISTERED TO GIVE YOU OUR CUSTOMER, PEACE OF MIND. CO CARES.
At CQ we are unsure whether to continue advertising in C&VG. We want your opinion. When you ring, please tell us what you think of the mag, compared to MEAN MACHINES and FAZE. To thank you, we will take £1 off any new game order!

We supply both new and second hand console machines and games! We have the GAMEBOY, FAMICOM, MEGADRIVE, LYNX, PC ENGINE & NEO-GEO. We have the latest to the oldest, from DICK TRACY to ALEX KID. The prices for the games range from £9 to £55

Below are examples of new games that we have in stock.

MEGADRIVE	FAMICOM	GAMEBOY	LYNX	GAME-GEAR
DARIUS II	AUGUSTA	ROBOCOP	RAMPAGE	M.MOUSE
VERTYX	SUPERMARIO	TURTLES	KLAX	CHASE HQ
MAGICAL HAT	HOLE IN ONE	FI SHIRT	SHANGHAI	D CRYSTAL
STRIDER	FINAL FIGHT	R-TYPE	PARCROY	NOODY POI
CYNDIE	SW CITY	PARODIUS	XENOPHAGE	PSYCHO WORLD
TIGER HELL	FI ZERO	ULTRAMAN	WWF	RYGAR
KAGEKI				BASEBALL

+ LOTS MORE AT WICKED PRICES

We supply joypads & joysticks. Now about a MEGADRIVE for £135 or a GAMEBOY de LUX + choice of Game for £85.00. WICKED IDEED! BUT most of all, we provide help and a service. Please try us

We run the OFFICIAL UK NEO-GEO RETAIL CLUB for games. Please ring

At CONSOLE QUEST, we play them too, you know!

ANOTHER SHOW! CO WILL BE AT THE 16 BIT COMPUTER SHOW (12 - 14 JULY) NOVOTEL, HAMMERSMITH. BRING YOUR DOSH FOR A BIT OF TRADE.

CONSOLE QUEST, 1 ASHACRE MEWS,
OFFINGTON, WORTHING, W SUSSEX BN13 2DE

PREVIEW

VERSION	DATE	PRICE
AMIGA	JULY	£ 25.99
ST	JULY	£ 25.99
C64	JULY	£ 9.99
SPECTRUM	JULY	£ 9.99
AMSTRAD	JULY	£ 9.99

MANCHESTER UTD EUROPE

KRYSAIS

After their success with the original Manchester United game (and the aforementioned team's recent success in the European Cup Winner's Cup), Krysalis are now set to repeat the glory with the imminent release of Manchester United Europe.

Viewed in a similar fashion to the original, this new lootey spectacular has vastly improved audio/visuals (the crowd can stantly cheer or murmur, depending on how the action is going) and the choice of teams available includes all the teams selected to go into Europe's major football tournaments next year!



MUE also has an Kick Off 2-style aftertouch option, giving improved ball control as well as almost-pinpoint accuracy for corners, throw-ins, and free kicks and the ability for headers and volleys!

Penalties are also awarded for fouls inside the six-yard box, and yellow and red cards are dished out for players who can't keep their boots to themselves! If a player is injured badly enough, he can be substituted for one on the bench.

Unfortunately, MUE arrived at CVG Central too late for a full review this issue, but rest assured we'll be having a close look at this next month. The question remains: does Kick Off 2 have anything to fear? Find out soon!



PREVIEW

VERSION
NINTENDO

DATE
AUGUST

PRICE
£ TBA

CAPTAIN SKYHAWK

Of all our brave flyboys, one man stands out from the crowd: it's Captain Skyhawk! With a chin to out-square the best of them, he's the one to be chosen to take his Tomcat out for a spin and blast those alien rotters who have decided that Earth is a bit shagged out and should be ripe for the taking.

Whether they're right is up to you in this five-level alien bashing spectacular. Each level consists of three stages: the first being an air-to-ground vertical shoot 'em up. Complete this and it's off into the blue skies for an Afterburner-esque blast. Then comes a tricky docking procedure requiring pixel-perfect accuracy unless you want to be so much dog food and metal shards.

Once you're safe inside HQ, it's toddle-down-to-the-shops time with any credits earned whilst in battle to buy a load of missiles before you're ejected back into the wide blue yonder to do the same again!

This latest release from ex-Ultimate chaps Rare has to be something special to continue the company's tradition of high quality releases.

Whilst most blasters start off relatively simple and become more difficult as you go, Captain Skyhawk seems to do exactly the opposite and becomes easier as you progress! Strange.



One of the biggest complaints about Afterburner was the lack of things to do apart from shoot planes out of the sky, making it a bit of a lame horse in the long-term playability stakes. But why waste a good idea just because it fell flat on its face as a stand-alone shoot 'em up? The programmers of Captain Skyhawk have simply squashed the full game down and made it into just one stage of their blaster.

This Elite-inspired stage sees the sweetly-palmed player lining his aircraft up with the entrance to the revolving space station in order to spiral inward and into it without scraping the sides. And if that's what you do, you'll need more than a few licks of paint and a sticky plaster to cover the scratches!



GALACTIC

THE VISION GAME

STAVROS FASOULAS

It's been quiet from Finland's foremost coder since 1988, when he impressed the C64 owning public with the brilliant ball-rolling *Que Dax* (Quest for Ultimate Dexterity). Now Stavros Fasoulas is about to amaze the Amiga owners of 1991 with *Galactic: The Vision Game*.

There isn't much of a scenario as such. The player adopts the role of a king in a distant galaxy who gleams much amusement from playing the *Galactic* game. There is no certain goal just fast, frenetic action as you guide your king, blasting all-and-sundry with explosive playing cards of doom. The aim is just to survive as long as possible!



PREVIEW

VERSION
AMIGA

DATE
TBA

PRICE
£ TBA



Galactic has been in production for seven months now and most of the graphics and gameplay are complete. Stavvy's managed to coax his Amiga game into running at 50 frames a second (that's as fast and smooth as most coin-ops) and there's usually over 50 sprites on-screen at once.

From the look of the screenshots, *Galactic* looks like a very busy game and we're led to believe that it's one of the fastest games ever (Stavvy reckons it's faster than both *Defender* and *StarGate*!). In order to keep the action fast and fluid *Galactic* is a single load game, so there's no waiting around for new levels to be loaded in!

Galactic promises to be one of the most playable games ever to hit a 16-bit machine and we look forward to receiving a finished copy!



THE MICROSELLS

THE MICROSELLS

THE MICROSELLS

If you have some gear you want to sell, advertise it in our Microsells section. The cost is £1.00 for up to 20 words or £2.00 for between 20-40 words. Send the cash with the advert to the following address:
C&VG Microsells, Priory Court, 32-32 Farrington Lane, London EC1R 3AU.

9 SEGA MASTER SYSTEM GAMES for sale Psycho Fox, Tennis Ace, extra Prices from £5 F15 Phone Paul on 081 330 3864 after 4.15pm, weekdays only

FOR SALE 3 Nintendo games: Red Racer, Mach Rider, Goonies II. Only 2 months old. New extra £30, only £20 each or £55 for all 3. Call 0171 603 2636. Mtnrhw

C64+ disk drive, cassette deck, 2 joystick, power cartridge, over £500 of games on cassette and disk Double Dragon II, Last Ninja I & II, R-Type and many more! £200 ono. Will split C64 or disk drive £110 each. 01783 2022 (Michele) or 01783 2022 (Telephone) 061 783 2022 (Michele)

COMMODORE 64 (new style) excellent condition, Spend King joystick, Python joystick, Cassettes Deck + £350 of blockbusting games (Total Recall, Bertram, Golden Axe, Ninja Remix, Turtle, NARC, Dragon Maze etc) only £160. Call Stuart on 081 427 2174

BOXED GAMEBOY excellent condition complete with Gemlight, Magnifier, Hard Carry Case, Game Case, Games include Tennis, Skate or Die, Spiderman. Bargain at £140 ono. Phone 0222 617687. Ask for Alun or 01783 2022 (Michele)

PC 1521 512k, Double 514K drive, perfect condition, DOS included. Perfect for 1st time buyers, £450 ono. Phone 0483 224585 after 7pm or Sundays

WANTED cheap used Sega S-8i and Megadrive games. Send your price list to: R. K. 45 Currents Lane, Harwich, Essex CO12 3DE. Magazine back nos like 1, 2, 3 Issues, "ZAZP" 461, Ace, C+VG, CU, state wire

COMMODORE 64 (new style) 2 joysticks, Load II, Manof, Manganese, 80+ top games & Gunship, Creatures, Golden Axe, Speedball, Retrograde. Excellent condition £145 Tel. Paul 0922 32484

SEGA MEGADRIVE plus two joysticks and five games including John Madden and Broken Wrench £380 sell for £210 or swap for Atari ST. Phone Chris on 0269 212032

SEGA 8-BIT console, game machine. Equipped with Sega Ray Gun & 3D Glasses. With the number of 20-25 good games, with leads to go with a stand adaptor. Selling for £250. £300. If interested, telephone this number 021 359 7464 via for Sherman

ATARI ST latest graphics, amazing music demos. Only £1 each including disk. Send list class stamp for lists of demos to: Paul Cairn, 32 Douglas Ave, Whistable Kent CT5 1HT

PC ENGINE CD ROM game for sale, Fighting Street, an unwanted gift £300 ono. Phone James on 0703 773622

ATARI ST year old, bought for £500 in a "Power Pack" Now selling for £200, plus 10 of the 12 originals. Non working Mouse. Bargain at £200 ono. Ring Giles 0275 857252 after 4pm

COMMODORE 64 £300 worth of software inc Robocop, Chase HQ, NZ Story £200 or will swap for a video Recorder remote control Megadrive Pel 3 games worth £120, £210 Gameboy £50 or Megadrive + C64 will swap for an Amiga 1+ Colour Teletext TV remote control £250 or all for £750 - 8.30m Tel 0703 775853 Quick Sale

WANTED Megadrive power stick will pay £22 Also Japanese converter will pay £10. Any carts up to £25. Payment sent same day I receive goods, Robert Reid, 49 Burdhouse Street, Edinburgh EH17 8HS

64 DISC Second hand Adventure, R.P.G. & Strategy games. All original. From Zoinko Kyrion Limited number. SAE for list M. Miller, 7 Hobbs Close, Northampton NN4 0RN

SPECTRUM + (48k) for sale, plus 40+ games with joystick/joystick and controller. Interface. All enquiries welcome contact Mark 02657 31403

64 DISC CONTACTS WANTED 101% reply Write to Dave, 28 Elizabeth Avenue, Carmarfergus Co. Antrim N Ireland, BT38 7EP. Send now

C64 1520 printer, over 40 games including NARC, Fimbis Quest, Golden Axe, Monty Python, Microprose Sector £250 ono or swap for a new Japanese Megadrive £61 740 1903 after 4pm

ATARI ST includes 3 joysticks, £520 worth of software. Software ranges from Speedball 2, Shadow Warriors, Kick Off 2 Selling for £250 worth £700. Call Chris on 02523 871244

AMSTRAD TAPES FOR SALE Prices from only £11 Will swap for Bloodwings, Rainbow Islands, Drizz Collection. For list send S.A.E. to William Huddleston, 1 Millwall Park, Inverthelme, Bowlers Scotland, EH44 6JF

NINTENDO GAMEBOY includes 3 highly rated games Tetris, Gator Pinball and Ganymede's Quest. Also earphones, batteries etc. Hardly used. A bargain at £95 ono. Tel 09001 827035 between 5-9pm and ask for Steven

SEGA MASTERSYSTEM 11 games include Alex Kidd, Shenob World, Golden Axe, Battle Outrun and Wonderboy M Land. Control Pack, Joysticks £200 o n o. Phone 0532 628032 ask for Andy

COMMAND COIN-OP Good Condition. Games perfectly used £250 o n o. Phone in on 081 358 8026 preferably after 4pm

COMMODORE 64 Public Domain, all the best titles, disk and tape, send for lists to: Demos (C+VG), 132 Springfield, Uxbridge, Cardiff

COMMODORE 64 NEW MODEL excellent condition, Delta cassette unit, 3 joysticks, games worth £400, 35 mags, disk covers, test switch, Total £650 sell for £180 ono. Tel. 061 205 0183

SPECTRUM - 2 with joystick and many games including Rainbow Islands, Chase HQ, NZ Story. Bargain at £120 ono. Phone Matthew on 0767 51034

AMSTRAD CPC 464 computer, excellent condition with colour monitor, joystick and over £200 worth of software. Sell for £250 Tel. 0942 715115

C64 tape deck, disk drive, 2 printers, 3 joysticks, manuals and over 100 games plus a computer disk. All this for £195 ono. Contact Rose on 0582 715828 after 6pm

SUPER FAMCOM 5 games, £400 ono. For more details phone Leigh on 0484 0272 62102

JAPANESE SEGA MEGADRIVE takes all games, 5 games, Strider, Ghouls n Ghosts, Golden Axe etc, two joysticks. Worth around £400 will sell for £300 Ring Simon on 0689 847732

AMSTRAD CPC 464 colour monitor, loads of games with joystick and mags. Great condition £150 ono. Tel. Shamir 0742 452637

SEGA MEGADRIVE PAL Japanese version plays all games converts Japanese to act Golden Axe + Super Shinobi, Rambo III and Altered Beast. Game's with grade power stick and one joystick. Worth £360 sell for £195 ono. Phone 0438 81254

FOR SALE Spectrum + 2A 007 pack including Light Gun and 3 games band new. over 120 original software titles (Turtles, Chase HQ, Art Studio etc) 110 mags. All for £295 ono. Contact David Williams (0685) 8401 at 6.30pm

COMMODORE 64 excellent condition 1 year old, 2 joysticks, over £300 worth of games, Dark Revenge, Beigwin £130. Phone 061 483 3366 after 6pm

FOR SALE Nintendo Gameboy with Tetris, Super Mario Land, Goll, Link Cable, Sony headphones (headphones worth £12) 1 month old, boxed as new. Worth £122. Sell for £80 ono. Phone Gerard (031) 552 6788

ORIGINAL UK MEGADRIVE with Moonwalker, Altered Beast, control pad, almost brand new, a bargain at £150! I'll Seggo Master system also for sale with 2 control pads and light phone, only been used about half a dozen times, another bargain £70. Call (0243) 864514 week days after 4pm anytime during weekend and ask for Russell.

AMIGA 500 all boxed, extra disk drive 1/2 Meg Upgrade, disk copier, boot block and games over £900 worth £700 ono Tel. Jason between 5-7pm 061 962 6213

NINTENDO GAMEBOY only 3 months old, including 4 games, Tetris, Super Mario Bros, Fortress of Fear and Revenge of the Galaxy. Worth £150 sell for £130. Contact Gaz on 02441 535684, Clwyd

NON-WORKING Commodore PC Engine £55 ono. Jammie PCB boards for sale. Side Arms £100.00 Run Run £30. Boards also written for Amiga 01092891 2621 after 2-30pm Please

RINGBOY for sale. New used. Fully boxed with Tetris cartridge, headphones, two plays link up, card cases (worth £15+) Unwanted present. Bargain at £60. Call (0945) 600535 ask for James

ATARI LYNX with power lead, all boxed, good condition, 4 games. Blue Nighting, Gates of Zendecon, California Games, Slime World. Phone 0376 517252 ask for Keith only £100 for all

ATARI LYNX with three games £110 ono. PC Engine games £15 each, two joysticks and Five Player adaptor £30. Phone Mat 0403 6189 Evenings and weekends. Megadrive games from £15

NINTENDO 8-BIT + 4 games like Mario 1+2 (Boxed) only £39. Also Pel OC Engine + 8 games like R-Type, Chase HQ. As new boxed bargain £180 mpc + p. Write to: R. K. 45 Currents Lane, Harwich, Essex CO12 3DE

SEGA MEGADRIVE Jap/Scat version only 7 month old, with two control pads and 14 good games. Excellent condition £320 Tel. 0252 623550

NINTENDO ENTERTAINMENT SYSTEM with Teenage Mutant Hero Turtles and two controllers. £60. Call Adrian on 783 7785 after 5.30 on Tuesdays, Thursdays and Sundays.

PC ENGINE PAL C.C.C. K. Kai, Gunhead, Pacland, Bloody Wolf, 7 Star Wars, 6 Star Rating, plus 12 more games. Will sell £250 ono. Phone 02022 710060 between 6-7pm ask for Gary

BIG REMOTE CONTROL CAR, battery charger, two motors 4WD untested car. New £90 or swap for Atari ST. C.C.C. K. Kai, Gunhead, Vectrex all dirt cheap. R.K. 45 Currents Lane, Harwich, Essex CO12 3DE, for details.

SWAP SEGA MEGADRIVE band new with joystick, 2 games - Cuts, Assault Suits - Boxed plus Sony Walkman (with good headphones) for SEGA Atari or Amiga. Please. Contact Les Morris, 105 Underhill Crescent, Aberystwyth Gwent NP7 6DJ.

PC ENGINE PAL boxed, games. Sony or Dreht. 4B. Curricula Line, Harwich. Essex CO12 3DE. Also Remote control car £80.

AMIGA/ATARI DAAT Amiga £28, 5+ DAAT Active, C75, DAAT Ascan B&W hand scanner £175. Automatic Mouse/Joystick Switch £15, Dual Cover £4.50, Nest Burrows, 23 Porters Close, Ramhill, Merseyvale L35 6PY

MOUSE MAT £3, Remill, 3 Metre Joystick Extension Lead £3, Par 6 Mouse Joystick Extension Leads £4, P&P 50p, Nini Burrows, 23 Porters Close, Ramhill, Merseyvale L35 6PY

BRAND NEW Guaranteed consoles and software. Super Nintendo £250, Megadrive £125, Lynx £95, Game Gear £120. Megadrive games from £20. Famcom games from £40 also many more unused. Tel (0789) 764038.

MEGADRIVE PAL boxed, joystick, power joystick, six games including Phantasy Star II, Thunderdome, Northampton £250, Super Shinobi Mini condition - worth over £350

£200 Contact Andrew McCabe, 10 Sea View Terrace, North Y. Port, Portmead, Gwynedd, N. Wales. LL49 9TR. Phone 0766 5141 95 after 4pm

SEGA MASTER SYSTEM for sale with 6 games including Mickey Mouse. Also with handle controllers and S.C. Commander a bargain at £170 or swap for Atari 520 call Dean on 081 391 4617



GET YOUR GEAR HERE!



THE CLASSIFIEDS

WIN £100 and a CD
NAUGHTY TRIVIA QUIZ
0839 03 03 28



ROCK TRIVIA QUIZ
0839 03 03 26

FOOTBALL TRIVIA QUIZ
0839 03 03 27

29 Jan 1990, Orem, Jan 7 and 30 Jan 1990
 Queens PO Box 3000 London N20 9BH
 Please ask permission before you call

MUSIC & VIDEO EXCHANGE

Complete Market
 ABSOLUTELY ALL NEW & SW
 WEBSITE FOR Cash or Exchange -
 NOTHING REFUSED!
 MUSIC & VIDEO EXCHANGE
 16 NOTTING HILL GATE LONDON W11
 Tel: 071 221 1075. OPEN 7 DAYS. 10am-8pm
 Bring or send by post with SAE for cash

ATARI ST/AMIGA

Quizzes for REVIEW or PURCHASE
 TRY before you BUY
 At least 15% off all software
 Guaranteed Originals
 Top 30 Titles always available
 Public Domain Catalogue and Swapshop
 Please enclose **LARGE SAE** (Plus 10p postage
 including form) to:
 Com-Com Software & Review (DEPT CVG)
 Gardeners, 63 Kingsnorth Road
 Ashford, KENT TN23 3BZ

MEGADRIVE - MASTERSYSTEM - NINTENDO

Complete & Latest Bought & Sold
 WE OFFER QUALITY FIRE & DANCE CARDS AT
 ROCK BOTTOM PRICES
 MORE GAMES PER £1.00 AT SOUTSCAN - GUARANTEED!!
 WHAT TO DO
 IF BUYING - send a SAE for our latest price list for phone use
 between 10pm-11pm for credit in our business only
 send a SAE with a list of the games you want that
 you wish to buy and we'll give you a written
 quotation delivered on cash offer!
 Please send us your offer including quotes
 SOUTSCAN PO BOX 86 HEREFORD HR3 8YU
 Creditcard phone line: 0432 50836 (between 6pm-8pm)

ATARI/AMIGA SOFTWARE EXCHANGE

SOFTWARE COLLECTION GETTING A LITTLE STALE?
 TRY OUR SOFTWARE EXCHANGE FOR AS LITTLE AS
 £1.50 EACH
 FOR DETAILS SEND SAE TO
 SOFTWAREX (DEPT C) PO BOX 346, CANDIHF CH4 4PL


COMPUTER REPAIRS

FROM £15 + PARTS + VAT.
 90 DAY WARRANTY
 WE ALSO STOCK GAMES ON CARTRIDGE AND DISK
 COMPUTABASE
 CRADOCK STREET, GILDERBOURGH
 LEICESTER LE12 1AR

THE ALER DIRECTO Y

BEDFORDSHIRE

F. M. 1. 2. 3. 4. 5. 6. 7. 8. 9. 10. 11. 12. 13. 14. 15. 16. 17. 18. 19. 20. 21. 22. 23. 24. 25. 26. 27. 28. 29. 30. 31. 32. 33. 34. 35. 36. 37. 38. 39. 40. 41. 42. 43. 44. 45. 46. 47. 48. 49. 50. 51. 52. 53. 54. 55. 56. 57. 58. 59. 60. 61. 62. 63. 64. 65. 66. 67. 68. 69. 70. 71. 72. 73. 74. 75. 76. 77. 78. 79. 80. 81. 82. 83. 84. 85. 86. 87. 88. 89. 90. 91. 92. 93. 94. 95. 96. 97. 98. 99. 100. 101. 102. 103. 104. 105. 106. 107. 108. 109. 110. 111. 112. 113. 114. 115. 116. 117. 118. 119. 120. 121. 122. 123. 124. 125. 126. 127. 128. 129. 130. 131. 132. 133. 134. 135. 136. 137. 138. 139. 140. 141. 142. 143. 144. 145. 146. 147. 148. 149. 150. 151. 152. 153. 154. 155. 156. 157. 158. 159. 160. 161. 162. 163. 164. 165. 166. 167. 168. 169. 170. 171. 172. 173. 174. 175. 176. 177. 178. 179. 180. 181. 182. 183. 184. 185. 186. 187. 188. 189. 190. 191. 192. 193. 194. 195. 196. 197. 198. 199. 200. 201. 202. 203. 204. 205. 206. 207. 208. 209. 210. 211. 212. 213. 214. 215. 216. 217. 218. 219. 220. 221. 222. 223. 224. 225. 226. 227. 228. 229. 230. 231. 232. 233. 234. 235. 236. 237. 238. 239. 240. 241. 242. 243. 244. 245. 246. 247. 248. 249. 250. 251. 252. 253. 254. 255. 256. 257. 258. 259. 260. 261. 262. 263. 264. 265. 266. 267. 268. 269. 270. 271. 272. 273. 274. 275. 276. 277. 278. 279. 280. 281. 282. 283. 284. 285. 286. 287. 288. 289. 290. 291. 292. 293. 294. 295. 296. 297. 298. 299. 300. 301. 302. 303. 304. 305. 306. 307. 308. 309. 310. 311. 312. 313. 314. 315. 316. 317. 318. 319. 320. 321. 322. 323. 324. 325. 326. 327. 328. 329. 330. 331. 332. 333. 334. 335. 336. 337. 338. 339. 340. 341. 342. 343. 344. 345. 346. 347. 348. 349. 350. 351. 352. 353. 354. 355. 356. 357. 358. 359. 360. 361. 362. 363. 364. 365. 366. 367. 368. 369. 370. 371. 372. 373. 374. 375. 376. 377. 378. 379. 380. 381. 382. 383. 384. 385. 386. 387. 388. 389. 390. 391. 392. 393. 394. 395. 396. 397. 398. 399. 400. 401. 402. 403. 404. 405. 406. 407. 408. 409. 410. 411. 412. 413. 414. 415. 416. 417. 418. 419. 420. 421. 422. 423. 424. 425. 426. 427. 428. 429. 430. 431. 432. 433. 434. 435. 436. 437. 438. 439. 440. 441. 442. 443. 444. 445. 446. 447. 448. 449. 450. 451. 452. 453. 454. 455. 456. 457. 458. 459. 460. 461. 462. 463. 464. 465. 466. 467. 468. 469. 470. 471. 472. 473. 474. 475. 476. 477. 478. 479. 480. 481. 482. 483. 484. 485. 486. 487. 488. 489. 490. 491. 492. 493. 494. 495. 496. 497. 498. 499. 500. 501. 502. 503. 504. 505. 506. 507. 508. 509. 510. 511. 512. 513. 514. 515. 516. 517. 518. 519. 520. 521. 522. 523. 524. 525. 526. 527. 528. 529. 530. 531. 532. 533. 534. 535. 536. 537. 538. 539. 540. 541. 542. 543. 544. 545. 546. 547. 548. 549. 550. 551. 552. 553. 554. 555. 556. 557. 558. 559. 560. 561. 562. 563. 564. 565. 566. 567. 568. 569. 570. 571. 572. 573. 574. 575. 576. 577. 578. 579. 580. 581. 582. 583. 584. 585. 586. 587. 588. 589. 590. 591. 592. 593. 594. 595. 596. 597. 598. 599. 600. 601. 602. 603. 604. 605. 606. 607. 608. 609. 610. 611. 612. 613. 614. 615. 616. 617. 618. 619. 620. 621. 622. 623. 624. 625. 626. 627. 628. 629. 630. 631. 632. 633. 634. 635. 636. 637. 638. 639. 640. 641. 642. 643. 644. 645. 646. 647. 648. 649. 650. 651. 652. 653. 654. 655. 656. 657. 658. 659. 660. 661. 662. 663. 664. 665. 666. 667. 668. 669. 670. 671. 672. 673. 674. 675. 676. 677. 678. 679. 680. 681. 682. 683. 684. 685. 686. 687. 688. 689. 690. 691. 692. 693. 694. 695. 696. 697. 698. 699. 700. 701. 702. 703. 704. 705. 706. 707. 708. 709. 710. 711. 712. 713. 714. 715. 716. 717. 718. 719. 720. 721. 722. 723. 724. 725. 726. 727. 728. 729. 730. 731. 732. 733. 734. 735. 736. 737. 738. 739. 740. 741. 742. 743. 744. 745. 746. 747. 748. 749. 750. 751. 752. 753. 754. 755. 756. 757. 758. 759. 760. 761. 762. 763. 764. 765. 766. 767. 768. 769. 770. 771. 772. 773. 774. 775. 776. 777. 778. 779. 780. 781. 782. 783. 784. 785. 786. 787. 788. 789. 790. 791. 792. 793. 794. 795. 796. 797. 798. 799. 800. 801. 802. 803. 804. 805. 806. 807. 808. 809. 810. 811. 812. 813. 814. 815. 816. 817. 818. 819. 820. 821. 822. 823. 824. 825. 826. 827. 828. 829. 830. 831. 832. 833. 834. 835. 836. 837. 838. 839. 840. 841. 842. 843. 844. 845. 846. 847. 848. 849. 850. 851. 852. 853. 854. 855. 856. 857. 858. 859. 860. 861. 862. 863. 864. 865. 866. 867. 868. 869. 870. 871. 872. 873. 874. 875. 876. 877. 878. 879. 880. 881. 882. 883. 884. 885. 886. 887. 888. 889. 890. 891. 892. 893. 894. 895. 896. 897. 898. 899. 900. 901. 902. 903. 904. 905. 906. 907. 908. 909. 910. 911. 912. 913. 914. 915. 916. 917. 918. 919. 920. 921. 922. 923. 924. 925. 926. 927. 928. 929. 930. 931. 932. 933. 934. 935. 936. 937. 938. 939. 940. 941. 942. 943. 944. 945. 946. 947. 948. 949. 950. 951. 952. 953. 954. 955. 956. 957. 958. 959. 960. 961. 962. 963. 964. 965. 966. 967. 968. 969. 970. 971. 972. 973. 974. 975. 976. 977. 978. 979. 980. 981. 982. 983. 984. 985. 986. 987. 988. 989. 990. 991. 992. 993. 994. 995. 996. 997. 998. 999. 1000. 1001. 1002. 1003. 1004. 1005. 1006. 1007. 1008. 1009. 1010. 1011. 1012. 1013. 1014. 1015. 1016. 1017. 1018. 1019. 1020. 1021. 1022. 1023. 1024. 1025. 1026. 1027. 1028. 1029. 1030. 1031. 1032. 1033. 1034. 1035. 1036. 1037. 1038. 1039. 1040. 1041. 1042. 1043. 1044. 1045. 1046. 1047. 1048. 1049. 1050. 1051. 1052. 1053. 1054. 1055. 1056. 1057. 1058. 1059. 1060. 1061. 1062. 1063. 1064. 1065. 1066. 1067. 1068. 1069. 1070. 1071. 1072. 1073. 1074. 1075. 1076. 1077. 1078. 1079. 1080. 1081. 1082. 1083. 1084. 1085. 1086. 1087. 1088. 1089. 1090. 1091. 1092. 1093. 1094. 1095. 1096. 1097. 1098. 1099. 1100. 1101. 1102. 1103. 1104. 1105. 1106. 1107. 1108. 1109. 1110. 1111. 1112. 1113. 1114. 1115. 1116. 1117. 1118. 1119. 1120. 1121. 1122. 1123. 1124. 1125. 1126. 1127. 1128. 1129. 1130. 1131. 1132. 1133. 1134. 1135. 1136. 1137. 1138. 1139. 1140. 1141. 1142. 1143. 1144. 1145. 1146. 1147. 1148. 1149. 1150. 1151. 1152. 1153. 1154. 1155. 1156. 1157. 1158. 1159. 1160. 1161. 1162. 1163. 1164. 1165. 1166. 1167. 1168. 1169. 1170. 1171. 1172. 1173. 1174. 1175. 1176. 1177. 1178. 1179. 1180. 1181. 1182. 1183. 1184. 1185. 1186. 1187. 1188. 1189. 1190. 1191. 1192. 1193. 1194. 1195. 1196. 1197. 1198. 1199. 1200. 1201. 1202. 1203. 1204. 1205. 1206. 1207. 1208. 1209. 1210. 1211. 1212. 1213. 1214. 1215. 1216. 1217. 1218. 1219. 1220. 1221. 1222. 1223. 1224. 1225. 1226. 1227. 1228. 1229. 1230. 1231. 1232. 1233. 1234. 1235. 1236. 1237. 1238. 1239. 1240. 1241. 1242. 1243. 1244. 1245. 1246. 1247. 1248. 1249. 1250. 1251. 1252. 1253. 1254. 1255. 1256. 1257. 1258. 1259. 1260. 1261. 1262. 1263. 1264. 1265. 1266. 1267. 1268. 1269. 1270. 1271. 1272. 1273. 1274. 1275. 1276. 1277. 1278. 1279. 1280. 1281. 1282. 1283. 1284. 1285. 1286. 1287. 1288. 1289. 1290. 1291. 1292. 1293. 1294. 1295. 1296. 1297. 1298. 1299. 1300. 1301. 1302. 1303. 1304. 1305. 1306. 1307. 1308. 1309. 1310. 1311. 1312. 1313. 1314. 1315. 1316. 1317. 1318. 1319. 1320. 1321. 1322. 1323. 1324. 1325. 1326. 1327. 1328. 1329. 1330. 1331. 1332. 1333. 1334. 1335. 1336. 1337. 1338. 1339. 1340. 1341. 1342. 1343. 1344. 1345. 1346. 1347. 1348. 1349. 1350. 1351. 1352. 1353. 1354. 1355. 1356. 1357. 1358. 1359. 1360. 1361. 1362. 1363. 1364. 1365. 1366. 1367. 1368. 1369. 1370. 1371. 1372. 1373. 1374. 1375. 1376. 1377. 1378. 1379. 1380. 1381. 1382. 1383. 1384. 1385. 1386. 1387. 1388. 1389. 1390. 1391. 1392. 1393. 1394. 1395. 1396. 1397. 1398. 1399. 1400. 1401. 1402. 1403. 1404. 1405. 1406. 1407. 1408. 1409. 1410. 1411. 1412. 1413. 1414. 1415. 1416. 1417. 1418. 1419. 1420. 1421. 1422. 1423. 1424. 1425. 1426. 1427. 1428. 1429. 1430. 1431. 1432. 1433. 1434. 1435. 1436. 1437. 1438. 1439. 1440. 1441. 1442. 1443. 1444. 1445. 1446. 1447. 1448. 1449. 1450. 1451. 1452. 1453. 1454. 1455. 1456. 1457. 1458. 1459. 1460. 1461. 1462. 1463. 1464. 1465. 1466. 1467. 1468. 1469. 1470. 1471. 1472. 1473. 1474. 1475. 1476. 1477. 1478. 1479. 1480. 1481. 1482. 1483. 1484. 1485. 1486. 1487. 1488. 1489. 1490. 1491. 1492. 1493. 1494. 1495. 1496. 1497. 1498. 1499. 1500. 1501. 1502. 1503. 1504. 1505. 1506. 1507. 1508. 1509. 1510. 1511. 1512. 1513. 1514. 1515. 1516. 1517. 1518. 1519. 1520. 1521. 1522. 1523. 1524. 1525. 1526. 1527. 1528. 1529. 1530. 1531. 1532. 1533. 1534. 1535. 1536. 1537. 1538. 1539. 1540. 1541. 1542. 1543. 1544. 1545. 1546. 1547. 1548. 1549. 1550. 1551. 1552. 1553. 1554. 1555. 1556. 1557. 1558. 1559. 1560. 1561. 1562. 1563. 1564. 1565. 1566. 1567. 1568. 1569. 1570. 1571. 1572. 1573. 1574. 1575. 1576. 1577. 1578. 1579. 1580. 1581. 1582. 1583. 1584. 1585. 1586. 1587. 1588. 1589. 1590. 1591. 1592. 1593. 1594. 1595. 1596. 1597. 1598. 1599. 1600. 1601. 1602. 1603. 1604. 1605. 1606. 1607. 1608. 1609. 1610. 1611. 1612. 1613. 1614. 1615. 1616. 1617. 1618. 1619. 1620. 1621. 1622. 1623. 1624. 1625. 1626. 1627. 1628. 1629. 1630. 1631. 1632. 1633. 1634. 1635. 1636. 1637. 1638. 1639. 1640. 1641. 1642. 1643. 1644. 1645. 1646. 1647. 1648. 1649. 1650. 1651. 1652. 1653. 1654. 1655. 1656. 1657. 1658. 1659. 1660. 1661. 1662. 1663. 1664. 1665. 1666. 1667. 1668. 1669. 1670. 1671. 1672. 1673. 1674. 1675. 1676. 1677. 1678. 1679. 1680. 1681. 1682. 1683. 1684. 1685. 1686. 1687. 1688. 1689. 1690. 1691. 1692. 1693. 1694. 1695. 1696. 1697. 1698. 1699. 1700. 1701. 1702. 1703. 1704. 1705. 1706. 1707. 1708. 1709. 1710. 1711. 1712. 1713. 1714. 1715. 1716. 1717. 1718. 1719. 1720. 1721. 1722. 1723. 1724. 1725. 1726. 1727. 1728. 1729. 1730. 1731. 1732. 1733. 1734. 1735. 1736. 1737. 1738. 1739. 1740. 1741. 1742. 1743. 1744. 1745. 1746. 1747. 1748. 1749. 1750. 1751. 1752. 1753. 1754. 1755. 1756. 1757. 1758. 1759. 1760. 1761. 1762. 1763. 1764. 1765. 1766. 1767. 1768. 1769. 1770. 1771. 1772. 1773. 1774. 1775. 1776. 1777. 1778. 1779. 1780. 1781. 1782. 1783. 1784. 1785. 1786. 1787. 1788. 1789. 1790. 1791. 1792. 1793. 1794. 1795. 1796. 1797. 1798. 1799. 1800. 1801. 1802. 1803. 1804. 1805. 1806. 1807. 1808. 1809. 1810. 1811. 1812. 1813. 1814. 1815. 1816. 1817. 1818. 1819. 1820. 1821. 1822. 1823. 1824. 1825. 1826. 1827. 1828. 1829. 1830. 1831. 1832. 1833. 1834. 1835. 1836. 1837. 1838. 1839. 1840. 1841. 1842. 1843. 1844. 1845. 1846. 1847. 1848. 1849. 1850. 1851. 1852. 1853. 1854. 1855. 1856. 1857. 1858. 1859. 1860. 1861. 1862. 1863. 1864. 1865. 1866. 1867. 1868. 1869. 1870. 1871. 1872. 1873. 1874. 1875. 1876. 1877. 1878. 1879. 1880. 1881. 1882. 1883. 1884. 1885. 1886. 1887. 1888. 1889. 1890. 1891. 1892. 1893. 1894. 1895. 1896. 1897. 1898. 1899. 1900. 1901. 1902. 1903. 1904. 1905. 1906. 1907. 1908. 1909. 1910. 1911. 1912. 1913. 1914. 1915. 1916. 1917. 1918. 1919. 1920. 1921. 1922. 1923. 1924. 1925. 1926. 1927. 1928. 1929. 1930. 1931. 1932. 1933. 1934. 1935. 1936. 1937. 1938. 1939. 1940. 1941. 1942. 1943. 1944. 1945. 1946. 1947. 1948. 1949. 1950. 1951. 1952. 1953. 1954. 1955. 1956. 1957. 1958. 1959. 1960. 1961. 1962. 1963. 1964. 1965. 1966. 1967. 1968. 1969. 1970. 1971. 1972. 1973. 1974. 1975. 1976. 1977. 1978. 1979. 1980. 1981. 1982.



LET GO OF
ME, HICKS!
THAT
XENOMORPH
SCUM'S GOT
OUR COPY
OF CVG!

OK! OK!
JUST GET
THE HELL
OFF MY
TOE!

PICTURE BY KERO COURTESY OF TWENTIETH CENTURY FOX

NEXT MONTH!

A THUMPING GREAT MAG PACKED WITH ALL THAT'S
BIGGEST AND BEST FOR YOUR MACHINE!

WIN!

ALL SORTS OF EXTRA-TERRESTRIAL PRIZES IN OUR
GREAT ALIEN STORM COMPO, AND MORE FAB
CONSOLES IN THE CVG HOTLINES!

CHOCK-A-BLOCK WITH ALL WE'RE FAMOUS FOR, THE
AUGUST ISSUE IS OUT 15TH JULY, ONLY £1.35!!

The World at your fingertips

Super Famicom Fun For All The Family



The Super Famicom's incredible potential has now been taken a step further into a fantastic world of graphics, game play and sound.

Advance Console Entertainment offers an easy entry into this domain with a recognised performance upgrade known as the 'Advance Colour Enhancement'.

Due to the increased display of colour and sound on the standard PAL 1 and Scart modified Super Famicom you can now with the use of the modified CH1-CH2 switch (found at the back of the machine), select between the standard mode and the Advance Colour Enhancement mode for what is ultimately a stunning difference.

Thanks to a dynamic research and development team providing up to the minute technology with high performance products, Advance Console's Super Famicom is surely superior to any other.

The Advance Colour Enhancement mode is exclusively designed by, and available only from, Advance Console Entertainment.



**ADVANCE
CONSOLE
ENTERTAINMENT**

46-48 Osnauburg Street, London NW1 3ND
Tel: 071-383 0480 Fax: 071-383 0482

Personal callers welcome

WHY THE ANGELIC SMILE?

"STUNNING, IMMENSE, EXCELLENT, GREAT, DEFINITIVE, ENORMOUS"



93%

"Experience a complete virtual reality, inside your computer."

BECAUSE
PEOPLE
SEEM TO
LIKE ME!

88% **AMIGA**
POWER

"A deeply serious, immensely playable and generally ENORMOUS 3D EXPERIENCE that's quite possibly the only game you'll need to buy this year."



"3D arcade graphics and tons of game play. CYBERON is always you with the best of a deluxe computer. - GREAT STUFF!"

93%

CU
AMIGA

"A strongly detailed and really, if you're after the definitive 3D experience, this is where to find it."

1 87%

"Cyberon is a game that'll make you feel like a kid again. It's a great game for a long time."

90%



"A moving game, beautiful in which is not much more."

COMPUTER
VIDEO
GAMES

87%

"This is the most involved 3D game I've ever seen."

91%



AVAILABLE ON:
ATARI ST
AMIGA • IBM

RELEASE DATE:
WEEK COMMENCING
20/05/91

For Further Information
call Danielle Woodyatt on
021-625-3366

CYBERON

U.S. G

U.S. Gold Ltd, Units 2/3 Holford Way, Holford

2
C/G
THE
CYBERON
GAME
REVIEW



"STUNNING, IMMENSE,
EXCELLENT, GREAT,
DEFINITIVE, ENORMOUS"



BECAUSE
PEOPLE
SEEM TO
LIKE ME!

88% AMICA

"A deeply serious, immensely playful and generally ENORMOUS 3D EXPERIENCE that's quite possibly the only game you'll need to buy this year."



GILBERT STUART

187%



87%
"This is the
most involved
3D game I've
ever seen."

3%



stunningly
entailed virtu-
osity. If
you're after
the definitive
3D experience,
this is where
to find it."

¹It is interesting to note that the same word, *harm*, is used in the title of the book by the same author, *The Harm of Happiness* (New York: Basic Books, 1999).



90%

FORTY

GOLD

91%



*Assembly Line and Ricardo Pinto have done an excellent job on the storyline and game – you're guaranteed hours of fun playing this game – EXCELLENT!

**AVAILABLE ON:
ATARI ST
AMIGA • IBM**

RELEASE DATE:
WEEK COMMENCING
20/05/91

**For Further Information
call Danielle Woodyatt on
021-625-3366**

CYBERCON



U.S. Gold Ltd, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel: 021 625 3366.